

From NES to Wii, the BIGGEST MOMENTS in **NINTENDO GAMING**

**From NES to Wii,
the BIGGEST
MOMENTS in
NINTENDO GAMING**

20 YEARS OF NINTENDO POWER®

A HISTORY OF NINTENDO THROUGH THE PAGES OF THE OFFICIAL MAGAZINE



NINTENDO POWER COLLECTOR'S SPECIAL

THE STORIES BEHIND...

The Birth of Pok  mon
Super Mario 64 and the Start of 3-D Gaming
Every Zelda Game
The Wii and Nintendo DS Revolution
AND MUCH MORE

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■ 20 YEARS OF NINTENDO POWER



THIS SPECIAL issue traces Nintendo's past 20 years in the video game business through the pages of its official magazine, *Nintendo Power*. After the yearlong celebration of *Nintendo Power*'s 20th anniversary in 2008, it seems a natural follow-up to focus on the incredible game systems and games that provided so much great content for the

magazine to cover over those years. Each chapter is devoted to one of Nintendo's home video game consoles or handheld systems and the games that helped define it or make it special. It would have been impossible to include a description of every game for every system in the space allotted, but each chapter discusses significant games from both Nintendo and third-party publishers—games that help

tell the story of Nintendo's evolution from the trailblazing NES to the revolutionary Wii.

Nintendo's history dates back more than 100 years to the manufacture of Hanafuda playing cards, but our story is less concerned with tradition than with vision. Beginning with the development of the *Donkey Kong* arcade machine, Nintendo's direction for product development largely has come from three figures. Shigeru Miyamoto is the most recognized and celebrated video game developer of all time. He has been called the Steven Spielberg of the video game world, though many video game



A HISTORY OF NINTENDO THROUGH THE PAGES OF NINTENDO POWER MAGAZINE

fans might reverse that and say that Spielberg is the Miyamoto of Hollywood. As you read about the development of Nintendo's consoles, Mr. Miyamoto's name pops up again and again, and even though hundreds of people have made important contributions to Nintendo's games and game systems, it's Mr. Miyamoto's vision of what games should be that has driven and guided the efforts of many of those people.

Behind the scenes, however, another man, Hiroshi Yamauchi, guided the course of Nintendo itself for most of the company's video game era. Mr. Yamauchi was Nintendo's third presi-

dent, and the man responsible for key corporate moves until his retirement in 2002. His decision to rely on the creativity of a young art graduate (Mr. Miyamoto) to develop a video game was the first of many decisions that make him seem almost prophetic. Mr. Yamauchi was often outspoken and controversial, yet he was almost always proven correct.

His successor, Satoru Iwata, has proven to be just as insightful as Mr. Yamauchi, and he has a record of outstanding game development in his own right. Mr. Iwata envisioned broadening the video game audience, which resulted in the Nintendo DS and the Wii, arguably the most innovative and successful technologies ever to have been introduced to gaming.

Our story is filled with risk, dreams, hard-nosed business sense, and even a bit of luck. It's the story of why things are they way they are today.

SCOTT PELLAND MANAGING EDITOR, NINTENDO POWER (2000-2007)

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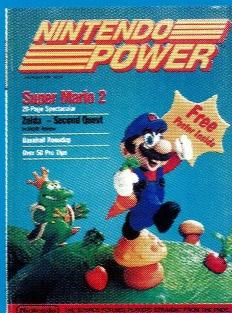
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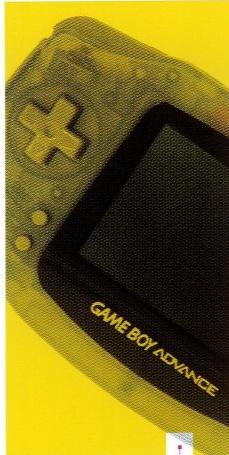
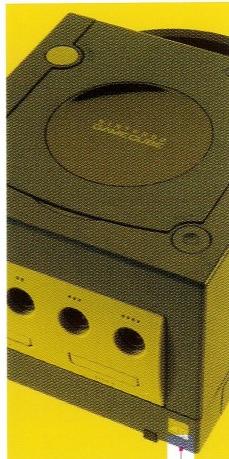
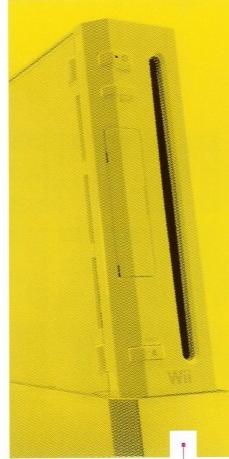
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NINTENDO ENTERTAINMENT SYSTEM

OUR JOURNEY through Nintendo video game history as documented by Nintendo Power begins midway through the life cycle of the Nintendo Entertainment System (NES), Nintendo's first video game console. Since the decision to publish Nintendo Power arose from the success of that console and its first two years of games, we'll start with a look at the NES's early days.

Super Mario Bros.—Shigeru Miyamoto's action-platform masterpiece released in October 1985—was the standard-bearer for the NES. After the boom and bust of the early '80s, when Atari and other video game companies essentially closed up shop, the NES proved to a skeptical world that video games could provide hours of entertainment, challenge, joy, and value. Mr. Miyamoto has often said that his ideal video game is like a garden, where you can explore and discover hidden wonders. Super Mario Bros. was that garden, and the NES was the gateway that led to it—and to many wonderful gardens, some of them bright and whimsical, others dark and thrilling. The mid '80s were a time of experimentation, in which many video game genres were pioneered. Legendary franchises such as Mega Man, Castlevania, Metroid, and The Legend of Zelda all got their start in this era. Experimentation with control interfaces existed from the outset in the form of the Zapper and R.O.B. the

robot. The NES didn't employ cutting-edge technology, but its processors were capable of generating sound and graphics that were a leap beyond those of the previous generation of home consoles. And in the hands of innovative programmers, the NES turned out to be a versatile and powerful instrument.

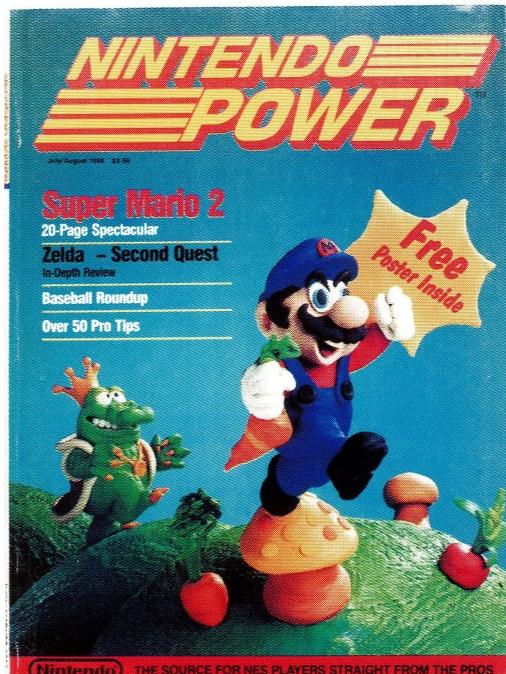
The NES proved to be so popular that some game publishers rushed products to market, creating a glut of games that many pundits thought would result in the video game market collapsing anew. But in spite of the existence of mediocre titles, there was always something new and exciting. Titles such as Rygar, Mighty Bomb Jack, The Adventures of Lolo, Ice Climber, Wizards & Warriors, Ghosts 'n Goblins, Crystalis, and many others may not have generated long-lasting franchises, but they provided hours of fun, and in the end that's what games are all about.

NORTH AMERICAN RELEASE
October 1985

GLOBAL SYSTEM SALES
61.9 Million (as of March 2008)

GLOBAL SOFTWARE SALES
500 Million (as of March 2008)

KEY FEATURES Home video game console, 8-bit processing, two controller slots, four-button controllers with directional Control Pad, Game Pak media (battery backup available), accessories including NES Zapper and R.O.B. the robot



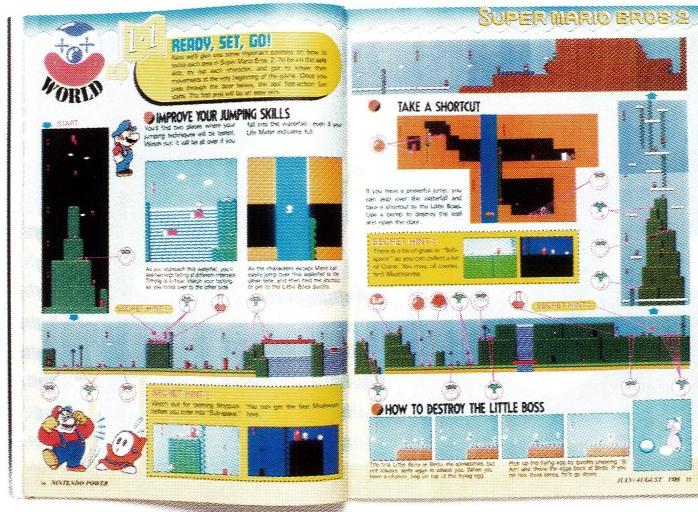
VOLUME 1, JULY/AUGUST 1988 ↑↓

THE LEGEND OF ZELDA, RELEASED AUGUST 1987, NINTENDO

By 1988, a year after *The Legend of Zelda* was released in North America, the title was well on its way to becoming a legend in more than name. An additional quest, accessible on the same cartridge to players who defeated Ganon in the main game, provided a second round of adventure with new dungeon locations and maps. Players raised on the comparatively shallow gaming experiences from the Atari generation of video games were thrilled to discover such hidden depths. *Replay value* entered the gaming lexicon.

**SUPER MARIO BROS. 2, RELEASED OCTOBER 1988, NINTENDO**

The game that we know as *Super Mario Bros. 2* in North America was called *Doki Doki Panic* in Japan, where it had been released a year earlier without any association to Mario. The game entitled *Super Mario Bros. 2* that was released in Japan (in 1986) arrived on this side of the Pacific in 1993 entitled *Super Mario Bros: The Lost Levels*, which was part of the *Super Mario All-Stars* collection for Super NES.

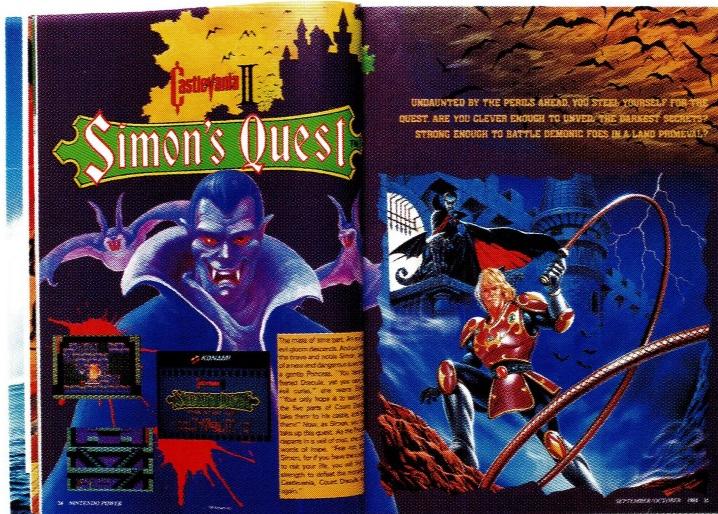


■ *The World of Dreams* took on a Mario-esque air with the inclusion of Mario, Luigi, the Mushroom Retainer (Toad), and Princess Toadstool (Princess Peach). The game introduced Shy Guys, Birdo, and Mouser to the Super Mario Bros. pantheon.



VOLUME 2, SEPTEMBER/OCTOBER 1988 ↑↓→

KID ICARUS, RELEASED JULY 1987, NINTENDO
One of the few Nintendo titles from the classic NES era to receive little attention in later years was the cult hit Kid Icarus. Complexity and difficulty made this vertically oriented platformer one of the most demanding games of its time. A poorly received Game Boy sequel subtitled Of Myths and Monsters did little to hearten fans hoping for the franchise's return. Pit, the cherubic hero, has gained recognition lately as a character in Super Smash Bros. Brawl for Wii, and the original game has been released on Wii's Virtual Console.



**CASTLEVANIA II: SIMON'S QUEST, RELEASED
DECEMBER 1988, KONAMI**

Konami's vampire-hunting action series began in 1987 with a classic platformer but quickly evolved into a more elaborate adventure with the release of *Castlevania II: Simon's Quest*. Item collection and exploration added to the game's depth and helped satisfy the maturing gaming audience's appetite for something more than nonstop action.

NES ACCESSORIES

The NES Advantage joystick controller and NES Max, with its "cycloid" Control Pad, gave NES players two new ways to control their games. The Advantage almost demanded to be placed on a flat surface, however. That made it great for game counselors and Nintendo Power editors, but less ideal for sofa-perched players in the real world. The Turbo buttons on both controllers turned many relatively tame weapons into rapid-firing nightmares, and the Slow button on the Advantage gave players Matrix-like control over fast-breaking action.

VOLUME 3, NOVEMBER/DECEMBER 1988

THESE ARE MY SECRET WEAPONS!

NES ADVANTAGE & NES MAX

Here are two of the most powerful controllers around for the NES.

The NES Advantage and NES Max can give you the Power Player's edge over your friends. With these, even Howard will be no match for you!

I hope he didn't hear that.

NES ADVANTAGE

TURBO

Gain your advantage in the games in your own home. Just press the Turbo button and you'll have a big difference in a lot of games.

JOYSTICK

SLOW

Give yourself more time to react and get your strategy by using the Slow button.

USE TURBO HERE

Use Turbo in "Star Force" and ride out of control with the power of destruction.

Without Turbo

KABOOOM!

YOU'VE HIT THE TURBO BUTTON. YOU ARE INVINCIBLE!

Slow-Mo Function

TURBO Function

CYCLOID

With these, even Howard will be no match for you!

BIG NEWS

Acclaim Remote Controller

Look Ma, No hands! Play with the freedom of motion control from anywhere in the room!

Here's a list of games where using each special feature of the NES Advantage and NES Max will come in handy.

JOYSTICK	NES ADVANTAGE	NES MAX	CYCLOID
1. Metroid	1. Power Master	1. Ice Hockey	1. Ice Hockey
2. Legend of Zelda	2. Contra	2. Super Mario Bros.	2. Super Mario Bros.
3. Castlevania	3. Star Force	3. R.C. Pro-Am	3. R.C. Pro-Am
4. Top Gun	4. Double Dragon	4. Red Racer	4. Red Racer
5. Double Dragon	5. Strider	5. Gradus	5. Iron Warriors

NOVEMBER/DECEMBER 1988

ZELDA II: THE ADVENTURE OF LINK, RELEASED DECEMBER 1988, NINTENDO

Link's second vehicle was a radical departure from Shigeru Miyamoto's original The Legend of Zelda. The shift to a side-scrolling perspective for much of the game made it more of a platformer than the first title. Probably the most uncharacteristic of all the Zelda games, The Adventure of Link nonetheless made significant contributions to the franchise's growth by adding more characters and narrative elements. It's now available as a Virtual Console title on Wii.

VOLUME 4, JANUARY/FEBRUARY 1989

The Adventure of

LINK

ZELDA II

The hero of Hyrule begins his new adventure...

But the trail will be long and perilous.

After the fall of Ganon...

Princess Zelda knew the secret of the Triforce, but refused to tell it to a great sorcerer. He then cast a sleeping spell on her.

To overcome the evil forces, Link must find the third piece of the Triforce. Wisdom and Power he has already. Now he must find Courage.

Hyrule has greatly changed.

Link sets out on roads unknown.

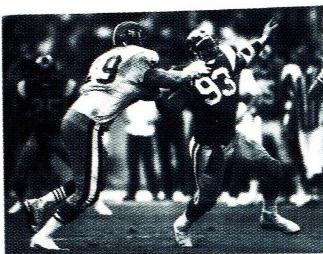
Link visits towns.

Villagers give him clues.

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GAME RATINGS FROM A PRO

To get an insider's viewpoint on these three new grid games, we went to NFL veteran Doug Reed. Currently with the Los Angeles Rams as a starting defensive end, Doug took time out to give Nintendo Power readers his assessment of Tecmo Bowl, John Elway's Quarterback and NFL Football. Here's his report:



TECMO BOWL

"This is my favorite of the three games. I like that I can choose my favorite NFL team, program sweeps and pass plays, and intercept passes on defense. This game is very true-to-life and precise. I like the fact that the player's names are displayed and they give each other a "High Five" after a touchdown. The game was very easy to figure out, and any Nintendo fan should be able to pick it up easily."



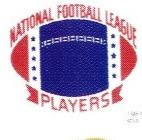
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John Elway's Quarterback.

"The game is fun, but you can see everybody on the field. I really enjoyed the fact that there was a time limit on how long you could take to call your play. I also like the way you use the arrow to decide on a receiver after the play starts."

SUMMARY

"All three of these games are excellent football games. I liked Tecmo Bowl the best because of its fast action and great graphics, but I would recommend all three to every football fan with an NES."



The Rams' #93, Doug Reed, is constantly improving his game skills—both on the field and at home with his NES. Now, that's true game dedication!

N.F.L. FOOTBALL

"This is a good game, but my least favorite of the three. The beginning graphics are excellent, but the play graphics are slower than the other two games. This game is much more complicated and hard to understand right away."

(Editor's Note: Doug's right. But for those looking for super football strategy, check this one out.)



TECMO BOWL

"It's easy to check out the Player's Chart at the beginning of the game before deciding on a team. These players will seem just like they do in real life, so choose wisely."

(Editor's Note: Doug's right. But for those looking for super football strategy, check this one out.)



TECMO BOWL

NINTENDO POWER BOWL TEAM SELECTION

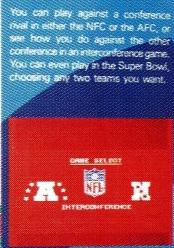
You will need a well-balanced offense and a great defense to win it all. You can play one of the NFL's most powerful teams, or try your hand with an underdog and pull off an upset.

N.F.L. FOOTBALL



NFL FOOTBALL

This is the only game that lets you pick from all 28 NFL teams.



NFL FOOTBALL

You can play against a conference rival in either the NFC or the AFC, or see how you do against the other conference in an interconference game. You can even play in the Super Bowl, choosing any two teams you want.

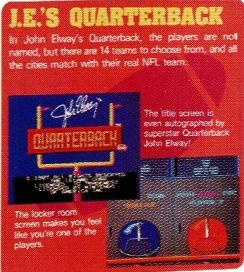


NFL FOOTBALL

Use the touch screen to select the A Button to select your favorite team. There are over 100 different sets of players for each team.

JOHN ELWAY'S QUARTERBACK

In John Elway's Quarterback, the players are not named, but there are 14 teams to choose from, and all the cities match with their real NFL team.



JOHN ELWAY'S QUARTERBACK



JOHN ELWAY'S QUARTERBACK

JANUARY/FEBRUARY 1989 87

TECMO BOWL, RELEASED FEBRUARY 1989, TECMO

Before the annually released gridiron juggernaut known as Madden NFL was even a glint in the eyes of Electronic Arts's marketing team, Tecmo ruled the field with the disarmingly simple but fun Tecmo Bowl. Despite not having the NFL license, elaborate plays, or sophisticated graphics that depict every drop of sweat or falling snowflake, Tecmo Bowl somehow delivered the goods. Tecmo Bowl should serve as a reminder to game developers that sometimes less is more. You can check it out for yourself on Virtual Console. ▲ VOLUME 4, JANUARY/FEBRUARY 1989

ONE HUNDRED YEARS OF NINTENDO!

In 1889, Thomas Edison was busy inventing electric light bulbs and no one had even imagined video games. In 1911, the first Japanese company, whose great-grandson is now president of Nintendo Company Ltd., began manufacturing traditional Japanese-style playing cards called *Hanafuda*. He was determined to produce the finest cards available and to give his customers the biggest value for their yen. His playing cards were sold all over the world. Western-style cards (*clubs, etc.*) were introduced to Japan by Nintendo, and by 1983 the company had become the first on the market to produce plastic playing cards. The high tech for the time. Six years later, they printed Disney characters on a new line of cards for kids. Again, Nintendo led the way.

They also aimed at the electronics industry. 1970 was the year, and the Beam Gun series became the first video game system ever made that came a laser target system, then a 1.8mm arcade projection game followed by a game system using video recorders and the first video game ever used in a video game. As technology moved on, so did Nintendo.

Since then, Nintendo has moved from arcade classics like Donkey Kong, introduced to America in 1981, to the first home video game system in history—the NES. With characters like Mario and Link blazing new trails into the realm of fun, Nintendo is content that the future is 100% will be even better than the first. After all, Nintendo is committed to excellence. And that is a commitment to you.

SUPER MARIO BROS. SUPER SHOW!

You know em' you love em' you can't live without em'. And now the world's most famous singing plumbers are back in a brand new, never seen before show! It's the Super Mario Bros. Super Show and it should delight audiences of all ages.

The show's animation live action/animated cartoon series. The live action portion of the show is in the basement of Mario's and Luigi's plumbing store in Brooklyn and it centers around the brothers' whirlwind romps through the various levels of their home. Special guest stars from the worlds of music, sports, and entertainment will be dropping by to share in the brothers' misadventures.

The animation part of the series will remain faithful to the "Super Mario Bros." games and will basically play up on the adventures that the games leave off. The cartoons will expand upon the fun and richness of the Super Mario Bros. universe and should bring more enjoyment to the games for old Power Players. The Princesses and Goombas will be sure to be on hand as well as a phantom or two and the not-so-friendly faces of Koopa and Wart.

Mario and Luigi have been seen Monday through Thursday each week. However, Friday's show will feature the exploits of Hyrule's favorite couple, Link and Zelda. These cartoons will give fans a broader vision of Link and Zelda's adventures. Look for a "Moonlighting" type relationship between Link and the young Zeldas. These cartoons will be two years older than Link and the age difference may set the stage for some problems for our young hero. Link is also set to have a guardian mentor who is there to magically help the pair. The pair would deny them character building experience. Naturally, Ganon will be on hand to cause much grief to the fine citizens of Hyrule.

SUPER MARIO BROS. SUPER SHOW!

For a time, Nintendo so completely dominated video game culture that its brands could be found in almost every imaginable context. There were Nintendo-branded cereals, underwear, and board games. And there was *The Super Mario Bros. Super Show!* Mixing live action with cartoon adventures, Lou Albano (Mario) and Danny Wells (Luigi) frolicked with celebrity guests over the course of the 1989 fall season.

▲ VOLUME 7, JULY/AUGUST 1989 93

DRAGON WARRIOR, RELEASED AUGUST 1989, NINTENDO

Having witnessed the phenomenal sales of RPGs in Japan, Nintendo set out to bring the genre to North America and turn gamers here into RPG fanatics. The plan centered on introducing Japan's most successful RPG series, Dragon Quest, to the NES faithful. Due to trademark concerns the title was changed to Dragon Warrior, and after the writer of this article localized its screen text, the game was ready to sweep across the land. The release of Dragon Warrior also led to the best subscription deal of all time, as Nintendo Power offered new and returning subscribers a free copy of the game. Although in North America the Dragon Quest series hasn't yet matched its Japanese popularity, Nintendo's efforts in bringing the genre to our shores has since been rewarded with the success of countless RPG titles and franchises.

VOLUME 6, MAY/JUNE 1989

Coming Soon to the NES!

Prepare yourself...

A story of unprecedented depth is about to unfold before you. The first game in the Dragon Warrior series is arriving.

Long, long ago it is said dragons and men lived in harmony. In those ages, dragons and men alike trained themselves in the art of magic. But this magic also served as a catalyst for the growth of evil. One such soul, a dragon from Charlock, would blacken the pages of history and change the world for all time....

When the dragon from Charlock learned the secrets of magic his soul turned dark. He sought unlimited power and destruction. Even the bravest of man or dragon could not stand against him, whatever the name of the "Dragon-lord". Erdrick was one such brave man.

One brave man sets out alone to combat the dragon.

Then, after ages pass, a new hero arrives.

NINJA GAIDEN

About the game

Ryu the ultimate hero has returned to Earth to a darker, more dangerous world. Ryu's quest for justice has now been interrupted by the Dragon-lord, who has taken over the world. Ryu must find a way to stop the Dragon-lord and save the world.

Items & Options

NINJA OPTIONS

The Right Stuff

Items & Options

Act 4 - A Trap

Area 1 - South American Amazon

Start

The Story: Act 1 - 3

NINJA GAIDEN, RELEASED MARCH 1989, TECMO

Ninja Gaiden's contribution to gaming has been significant in several areas. As a platform-based action series, it has provided innovative and challenging—sometimes even punishing—gameplay. But when the first Ninja Gaiden appeared on the NES, it introduced something just as compelling as its difficulty: a dramatic narrative by way of cut-scenes. The marriage of comic-book-quality storytelling and hardcore platform action proved to be an intoxicating mix that has survived to the present day.

VOLUME 6, MAY/JUNE 1989

LOOK OUT! MARIO'S BACK AND THE FUN'S ABOUT TO BEGIN!

SUPER MARIO BROS. 3™

This is it! Mario and Luigi return in their biggest adventure yet! Super Mario Bros. 3 has more secrets, more tricks and more outrageous obstacles than the first two Super Mario Bros. games put together! In fact, we could barely fit maps and tips for the first two Worlds in these eight pages. So let's go and see what we can find!

SUPER ITEMS TO HELP MARIO ON HIS WAY

Mushrooms turn Mario into Super Mario.	Fire Flowers turn Mario into Fiery Mario with Fire Ball Power.	Leaves give Mario the Flying Raccoon Tail.	Stars grant Mario temporary invincibility.	P-Wings bestow the power of unlimited flight.
The Cloud Jetpack allows Mario to skip one section of a world.	The Music Box's tune will put the Hammer Brothers to sleep.	Break boulders on the Map Screen by using the Hammer.	The Anchor Ship makes sure the Koopa Kids' Ship doesn't move.	Whistles transport Mario to a special place. They are very well hidden.

MARIO ENTERS THE FIRST MUSHROOM WORLD

The first Mushroom World is a training mission. Techniques you use and perfect here will be useful when applied to the Worlds which lie ahead. Get the Mushroom in the fourth Question Block and then follow these steps:

Kick the over-turned Koopa and the Question Block to get a Leaf. Use the Goombas in this stretch to clear out the running room.

With a running start, soar into the sky to follow the path of coins.

Reach the floating platforms, collect the 1-up and coins.

Get another running start so you can fly to the end of the World.

Flying is one of the most important moves in Super Mario Bros. 3. Make sure you do it when ever you have the running room to take off and you'll find lots of coins and items.

Dropping down pipes into rooms will reset the Switch Block.

The Switch Block turns coins into coins and blocks into coins, a valuable trick.

Stop the clock with the Spade Panel and get an even number, and the points and coins matching at a multiple of 11.

WORLD 1-WORLD OF GRASSLANDS

This World of grass covered hills forms the pattern of the Worlds which follow. It is the smallest of all the Mushroom Worlds.

Inside the comfortable confines of your friend Toad's house, you'll be faced with three chests. All contain useful power-up items, so go ahead and pick one!

The Royal White Horse appears after you have done something special. Accordingly, there wonderful things inside, like P-Wings, Tanooki Suits or Anchors!

Stand on one of the doors on the Map Screen and hit a B Button and you'll be whisked to an Action Room.

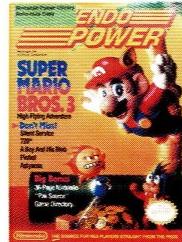
The Spade Panel will take you to a game where you'll get a chance to win extra lives.

MARCH / APRIL 1990 9

SUPER MARIO BROS. 3, RELEASED FEBRUARY 1990, NINTENDO

By early 1990, the NES was a full-blown phenomenon. Nintendo owned 90% of the video game market and it was about to release the newest version of its biggest franchise—Super Mario Bros. 3. Launch day followed a huge TV campaign and a cameo in the movie *The Wizard*, and millions flocked to snatch up the title. Mario and Luigi were bigger than life. They could fly, swim, and toss hammers. Bowser's kids—the Koopalings—were introduced. And every inch of the seven worlds was filled with Miyamoto's quirky magic.

VOLUME 11, MARCH/APRIL 1990 ▶



FINAL FANTASY

**FROM CONERIA TO CRESCENT LAKE:
THE QUEST BEGINS**

There's so much to see and do in Final Fantasy that even the 84-page Explorer's Handbook provided with the game can't cover everything. The following pages give the major tasks that the Light Warriors must complete in each stage. If you're just starting out, use the information as a quick play guide. If you've already completed the game, use it to find out what you've missed anything valuable. There is on much treasure lying about that missing a critical treasure chest is equal to do a little bit of damage. If you missed the final installment of the Treasure Quest, be sure to look back at your Mid-June issue. Contest details can also be found in the May/June issue of Nintendo Power.

GARLAND'S CASTLE

In the north is the castle home of Garland, an evil sorcerer who wants to dominate the world. Although no member of his party should serve their magic for the fight against Garland, HARM, CURE, and CURSE are still useful. Use them all, good spells. Call them later when you're in the castle before the battle.

MATOYA'S CAVE

Cross the King's Bridge to the north and begin searching for Matoya's Cave. Again, bring lots of Head punches so you don't waste time fighting off Garland's henchmen. Talk to Tene with you to solve your problems. Once you reach the cave, the brown toad tells you to use the sword to open the door. Then talk to Matoya.

THE ADVENTURE GOES BEYOND ANYTHING YOU'VE EVER KNOWN

Final Fantasy is definitely the best adventure and Role Playing Game by plowing into the genre brimming with its own history and legends. It is a vast world that pits you against deities and oceans as well as the likes of Chameleons, puzzles and winning the battles are not easy tasks, but are not impossible either. For a quick start using the Explorer's Handbook that comes with the game. A quick review of Final Fantasy stages follows this page. Then it's on to greater challenges by looking at the four Light Warriors pursue their destiny. Don't forget to read about the July/August Final Fantasy Feature Page and how you might win real treasures!

CONERIA

The owner of the Light Warriors begins here in Coneria. First visit the King in the castle and talk to everyone you meet. Then go to the town and buy some supplies. Visit the shop. Make sure you Equip each Warrior in the forest outside the town, fight enemies until you reach Level 3 for each member of your party.

FINAL FANTASY, RELEASED MAY 1990, NINTENDO

Nintendo of America brought this popular Square Soft RPG to North America as the second part of its strategy to introduce American gamers to Japanese-style role-playing. The lion's share of the marketing effort was executed by Nintendo Power, which sponsored a three-part sweepstakes and produced a miniguide that was packaged with the game. With its rich storytelling and funky mix of fantasy and technology, Final Fantasy was a big hit.

R VOLUME 13, JULY/AUGUST 1990



MANIAC MANSION, RELEASED SEPTEMBER 1990, JALECO

Lucasfilm Games (which later became LucasArts) tickled the funny bones of gamers with its graphic adventure Maniac Mansion. The NES version was much tamer than the PC game, but it created controversy nonetheless when it was discovered that players could cook a hamster in the microwave. In spite of such tasteless moments, Maniac Mansion innovated gaming concepts such as multiple endings and playable characters with differing abilities that had to be used to solve puzzles.

K VOLUME 16, SEPTEMBER/OCTOBER 1990

MEGA MAN III, RELEASED NOVEMBER 1990, CAPCOM

Mega Man's third action-adventure introduced Rush—the robotic dog—and Mega Man's slide move, which remained an important technique in many subsequent Mega Man titles. Challenging platform action and creative bosses, each of which gives up a critical new ability that

Mega Man can use in later battles, are hallmarks of this fan-favorite franchise, which is still going strong.

VOLUME 20, JANUARY 1991

A double-page spread for Mega Man III. The left page features a large title 'MEGA MAN III' with a subtitle 'RUSH'. It includes a detailed illustration of Dr. Light's robot body and a smaller illustration of Rush. The right page contains text and illustrations for various game features like 'Running', 'Jumping', 'Liding', and 'Battling The Powers of the Robot Masters'. It also shows a map of the game world and a legend for special items.

A double-page spread for Battletoads. The left page features a large title 'BATTLETOADS' with a subtitle 'The Story Thus Far...'. It includes a cartoon illustration of the three main Toad characters. The right page contains text and illustrations for game features like 'Here's The Waydigo!', 'Mad, Bad And Crazy!', and 'TAKIN' OUT THE TRASH'. It also shows a map of the game world and a legend for special items.

BATTLETOADS, RELEASED JUNE 1991, TRADEWEST

Battletoads, created by British developer Rare, offered exceptional graphics that represented the pinnacle of technological achievement for the NES at a time when gamers were shifting to the new 16-bit consoles. It also established Rare in particular and non-Japanese studios in general as major players in the industry.

K VOLUME 25, JUNE 1991



GAME BOY

MOBILE GAMING didn't begin with the Game Boy. Nintendo's Game & Watch games and numerous simple handheld games, such as Mattel Football, preceded the Game Boy. But the Game Boy replicated the type of action gamers expected from their home consoles, and it did so in a portable, remarkably tough, and versatile handheld system, and *that* was unprecedented. The Game Boy's longevity is also notable. In an industry that typically introduces a new generation of hardware every five to six years, the handheld's active life was double that! Over its lifetime the device shrank, and it received brightly colored casings and eventually a color screen. Most impressive of all, its appeal didn't wane until the Game Boy Advance finally appeared in 2001.

The secret to the Game Boy's success

NORTH AMERICAN RELEASE
August 1989
GLOBAL SYSTEM SALES
118.7 Million (as of March 2008)
GLOBAL SOFTWARE SALES
501.1 Million (as of March 2008)
KEY FEATURES Portable video game system, 8-bit processing, four-shade graphics, four-button control, built-in speaker, Control Pad, Game Boy-to-Game Boy cable connectivity, Game Pak media (battery backup available)

was not the technology it employed. Better-looking graphics were available on the Atari Lynx and the Sega Game Gear. But Nintendo designed the Game Boy to be serviceable, long-lasting, and easy to program. The Game Boy's secret was a combination of those engineering decisions and its vast library filled with must-have games, most notably Tetris. The importance of the system as a profit center for Nintendo can't be understated, either; in spite of what was happening in the heated home-console wars, the handheld provided a steady stream of revenue. The NES may have bootstrapped Nintendo's success, but the Game Boy assured it.

The Game Boy's longevity provided a safe haven for experimentation, and as a result struggling genres such as RPGs and puzzle games, as well as clever technical toys like the Game Boy Camera and Printer, found a home on the system. Even late in its life the Game Boy was perfectly suited to host the phenomenon that was Pokémon. So complete was Nintendo's domination in the handheld category that few challengers stuck around for more than a few years, and none succeeded at grabbing meaningful market share. The Game Boy's history is a testament to the adage "less is more."

GAME BOY NEWS

The first mention of Game Boy in Nintendo Power revealed a host of features, including the ability to connect two Game Boy units (via Video Link Cable) for multiplayer action. Although connectivity was seldom implemented as a significant feature in many games, it remained a much ballyhooed promise throughout Game Boy's lifetime.

VOLUME 6, MAY/JUNE 1989

GAME BOY'S LAUNCH MAGIC

Super Mario Land, Baseball, Alleyway, Tennis—those were the games one might have expected for the launch of a new video game system, but the crowning brilliance of the Game Boy's launch was to include Tetris as a pack-in title. Nintendo secured the rights to use Alexey Pajitnov's addictive action-puzzle game and leveraged Tetris ("From Russia with Fun," as it was marketed) to promote Game Boy. As Wii Sports has been for Wii, Tetris was the perfect game for Game Boy—it demonstrated many of the system's strengths and it was almost impossible to put down.

VOLUME 7, JULY/AUGUST 1989



GAME BOY

GAME BOY

All the Power of the NES, Pocket-Size

Game Boy allows for the power and capability of a larger system in a package that is about the size of an NES. Controller with an LCD screen tacked on. While the technology allows for only a monochrome screen, the intricacy and resolution of the graphics are state of the art. And, with headphones, you'll be able to listen to Nintendo games in true stereo for the first time. Five complex and challenging games are already available or

on the way and there are 35 licensed companies ready to make games in the near future. There will be some familiar characters in Game Boy games, but every program will be exclusive to Game Boy. In addition to Tetris, so far there's Tennis, Baseball, Alleyway and an all-new Super Mario adventure where he goes to places that he's never been before—Super Mario Land.

Two-player games are fantastic with Game Boy and the Video Link Cable which will allow two Game Boys to be connected and played simultaneously. Two players plus two Game Boys and the video link cable equals ten times the fun. Since there are two screens, competitors see the action from their perspective. Tennis, for example, is always seen from an individual player's own side of the court and, in Baseball, the pitcher has a view from the mound and the batter has a view from the plate. Look for the Video Link symbol for two-player simultaneous games.



OFFICIAL
2-PLAYER
LINK UP



All Right!

SEPTEMBER/OCTOBER 1989 53

GAME BOY ARRIVES

After several months of lead-up, the Game Boy launched in August 1989. Contrast that to the years of news and updates that often precede the launch of a video game console or major title today. The culture of rabid anticipation had not yet overtaken video game fans; in fact, I can still recall the feeling of surprise and wonder when the first Game Boy showed up at Nintendo of America and I held it in my mitts, marveling at the weird yellowish graphics and thinking how cool it was.

VOLUME 8, SEPTEMBER/OCTOBER 1989

SUPER MARIO LAND, RELEASED AUGUST 1989, NINTENDO

The idea of launching a system along with a new Super Mario Bros. game may have begun with the NES, but with the Game Boy and Super Mario Land it became a tradition. With the Game Boy ranking as one of the top-selling video game systems of all time, it should come as no surprise that Super Mario Land is one of the top-selling Mario games in history. VOLUME 9, NOVEMBER/DECEMBER 1989

GAME BOY

GAME BOY

SUPER MARIO LAND

A GAME BOY EXCLUSIVE —
MARIO SETS OUT ON A NEW ADVENTURE

A big, big selection of Game Boy games have been announced for release in the near future. Leading the pack is the latest adventure of the greatest video game character ever, Mario! Help Mario make tracks over land, sea and air with some hot new gadgets in a mad, mad world... It's Super Mario Land.

He's Up To Some Of The Same Old Tricks!
It's an exciting new adventure for Mario, but some things never change. He's still in search of size increasing Mushrooms and Fire Flowers, running and jumping through a maze of giant pipes and blocks.

And New Ones, Too!
A new land and some inventive gadgets make Mario's latest journey unique from all his others. Piloting a sleek and speedy Mini-Sub with turbo Torpedoes and a one-seat propeller driven Plane, Mario motors through 12 stages of unexplored territory to save Princess Daisy.

World-1-1
= START P Power Up ♥ 1-Up ★ Star 10 Count Coin

Power Up! Release the first Mushroom with a quick hit from under the wall and add power to your punch.
Extra! Extra! Step right up onto the lower block and jump up again to let loose a 1-Up Heart.
Superball Power! You can add to your worth by shooting this Coin Room by unearthing a Superball and collecting the treasure.
The First Goal! You've made it to the end of the first stage! Get ready for the challenges ahead and collect a bonus by reaching the top door.
A Bonus Awaits! Work on up to the top.
Another way to get to World 1-2

World-1-2
= START P

Hidden
This stage consists of one suspended platform after another. Watch your step! Be sure to collect a couple of 1-Ups on your way.

Power up at the top of this stage and ready yourself for the challenges ahead

Release an invisible 1-Up by jumping at the left side of the low platform indicated above. Be careful!

Another 1-Up Add to your collection of lives with an additional 1-Up Heart before the stage comes to an end.

World-1-3
= START

Elevator Going Up! Jump up just right of the wall and an Elevator will materialize. Leap to the blocks on the right and jump on top of the Elevator. You'll be lifted to the upper level.
Discover the lift. Up, up and away!
Another Elevator Awaits Revel another mystery lift in a row of hovering blocks. Break the second to last block and jump again to make the Elevator appear. It'll bring you very close to a pipe that leads to a lucrative Coin Room.
Break the block and jump again

Hidden Elevator Hidden
Take on the Leader. It'll take five Superballs to put an end to the level's final boss, Gao, Head of Treadles, and show your weapons when he has the chance. If you don't have Superballs, run underneath him as he jumps. You can do it!
Avoid the fire!
Get around!
Daisy?

FACEBALL 2000

Finally! Faceball 2000, new from Bullet-Proof Software, gives you a chance to play the ultimately cheerful "smiley faces" into oblivion. Two play modes, Cyberscape and Arena, provide variety, and multiple-player capability adds challenge. Try the four-player game for maximum fun, and remember to "Have a nice day!"

CYBERSCAPE
Don't take the long turn to find your way to the flashing exit, and get ready for the more challenging mazes that lie ahead.

ARENA
More fun for multiple players, Arena mode pits you against your friends or a variety of playfields. Get them before they get you!

OPTIONS
You control the great game action and set some interesting options to boot.

ITEMS & POWER-UPS
Keep your eyes open, Smiley. Cyberscape is in addition to the exit in each level, you should be looking for helpful items that will make your journey easier.

DOORS
1 door on the 1st floor in every game, and there's plenty of doors in Cyberscape. Be sure to search for helpful items.

POWER-UPS
Power-ups increase the speed of your smiley. Use them sparingly, though, because they can't catch each other.

DOORS
Some of the doors are hidden, so look around. You can run through walls if you look like Smiles.

FACEBALL 2000, RELEASED DECEMBER 1991, BULLET-PROOF SOFTWARE

Xanth Software F/X developed MIDI Maze—one of the first 3-D first-person shooters—and then created a Game Boy version (Faceball 2000) that was published by Bullet-Proof Software. The flat-shaded mazes and characters of Faceball 2000 were no great shakes visually, but the hide-and-seek action was later employed in Doom and subsequent first-person shooters, and the FPS became one of the dominant video game genres.

VOLUME 30, NOVEMBER 1991

KIRBY'S DREAM LAND, RELEASED AUGUST 1992, NINTENDO

The Kirby era began when HAL Laboratory's vacuum-mouthed puffball—created by none other than Masahiro Sakurai, who later went on to create the Super Smash Bros. series—gave Game Boy its first homegrown hero. Kirby proved to be so popular that his ability-copying antics eventually migrated to Nintendo's other platforms and earned the pink wonder a successful cartoon series.

VOLUME 39, AUGUST 1992



SUPER MARIO LAND 2: 6 GOLDEN COINS, RELEASED NOVEMBER 1992, NINTENDO

Kirby wasn't the only Nintendo character to begin his video game career on the Game Boy. Wario first appeared as the antagonist in Super Mario Land 2, having transformed the inhabitants of Mario Land into zombies while Mario was off adventuring in Sarasaland in the first Super Mario Land.

VOLUME 42, NOVEMBER 1992

THE LEGEND OF ZELDA: LINK'S AWAKENING, RELEASED AUGUST 1993, NINTENDO

If anyone doubted that the Game Boy was up to the task of hosting a complex, full-bodied adventure game, The Legend of Zelda: Link's Awakening proved them wrong. Link's first adventure on a handheld system was as elegantly crafted as any of the home-console Zelda titles.

VOLUME 50, JULY 1993

**GAME BOY POCKET,
RELEASED 1996**

The Game Boy Pocket was a slimmed down version of the Game Boy. It still played all Game Boy game paks, but it required a modified Game Link cable. The Game Boy Pocket's screen displayed true black-and-white graphics, replacing the old-style amber display.

VOLUME 88,
SEPTEMBER 1996

PLAYERS POLL CONTEST

THINK SMALL

WIN BIG

GRAND PRIZE

100 WINNERS POCKET GAME BOY POCKET

SECOND PRIZE
NINTENDO POWER T-SHIRTS

NO POCKET
(Don't count this in the actual poll total)

NOT SLIM
(100% heavy weight notation)

50 WINNERS!

OFFICIAL CONTEST RULES

By entering this contest, you agree to be bound by the Official Contest Rules, which can be found at www.nintendo.com. Void where prohibited. © 1996 Nintendo Power. All rights reserved.

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www.nintendopower.com

One entry per person, please. All entries must be postmarked by October 1, 1996. We are not responsible for lost or late entries. Void where prohibited. 100 winners will receive a Game Boy Pocket, which will be shipped in November 1996. 50 winners will receive a "No Pocket" t-shirt. 50 winners will receive a "Not Slim" t-shirt. 100 winners will receive a "Second Prize" t-shirt. Prizes are non-transferable. No cash value. Void where prohibited. For the complete official rules, see page 10 of this issue of Nintendo Power. For more information about the Game Boy Pocket, call 1-800-243-6643. For information about the Second Prize t-shirts, call 1-800-243-6643. For information about the Not Slim t-shirts, call 1-800-243-6643. For information about the No Pocket t-shirts, call 1-800-243-6643. All prizes will be awarded as received. Requests for replacement prizes must be made by December 1, 1996. Requests after December 1, 1996 will not be honored. The Grand Prize will be awarded to the first 100 entries that correctly answer the question "What's the best game ever?" in the NCP, the second Prize will be awarded to the 25 best entries, the third Prize will be awarded to the 50 best entries, and the fourth Prize will be awarded to the 100 best entries. The contest is open to U.S. residents age 18 and older (or 17 with parent/guardian consent) who have a valid driver's license or state identification card. Those under age 18 must have parent/guardian consent. Void where prohibited. For complete rules and regulations:

**SUPER GAME BOY,
RELEASED JUNE 1994**

The Super Game Boy made it possible to play Game Boy games on television via the Super NES. Players could map four colors to the four shades of grey used to generate Game Boy graphics, thus creating a limited-color presentation of black-and-white games. Some later titles incorporated color palettes that provided a superior graphical experience when the game was played on the Super Game Boy.

K VOLUME 61, JUNE 1994

GAME BOY CAMERA AND PRINTER, RELEASED APRIL 1998

The Game Boy Camera snapped low-resolution pictures that could be manipulated in an amazing number of ways using the accessory's built-in software. The device included several games, a surprisingly robust music editor, and frame-editing capabilities that allowed users to create short video sequences. The Game Boy Printer was a more limited device that let users print stamp-sized images from the Game Boy Camera.

VOLUME 107, APRIL 1998



GAME BOY

POKÉMON RED AND POKÉMON BLUE, RELEASED SEPTEMBER 1998, NINTENDO

Nine years into its life, Game Boy was about to experience a surge of popularity that was unparalleled in the history of video gaming. When Nintendo Power's staff was asked to evaluate an RPG that had rocketed to the top of the charts in Japan to determine if it had a chance of duplicating that success in North America, staff writer Paul Shinoda became obsessed with trying to catch 'em all. Millions of parents can thank Nintendo Power (in part) for learning about the phenomenon that would soon sweep over America. With excruciating care, Nintendo prepared the way for Pokémon's trans-Pacific journey. Coordinating the game launch, the TV show, promotional opportunities, and a vast merchandising effort, Nintendo of America finally tossed out its white-and-red Poké Ball of destiny, and the rest is history. For its part, Nintendo Power celebrated Pokémon's arrival with Pokémon Power—a 36-page magazine inserted inside NP—which included Pokémon comics, news, and strategy.

Game Boy Color	Game Boy
Screen Colors	56
Total Palette	32,768
CPU Speed	2.1MHz
Work RAM	32k bytes
Video RAM	16k bytes
Serial Communications Rate	Up to 512k bits/sec
ROM Sizes	Up to 64 Megabits
	4
	6
	1.0MHz
	8k bytes
	8k bytes
	Up to 8 Megabits

GAME BOY COLOR, RELEASED NOVEMBER 1998

On the day that color came to Game Boy, you could probably have heard lots of people say, "Well, it's about time." But Nintendo has seldom been accused of rushing products to market, and only in 1998 was the company sure the world was finally ready for a mass-market, handheld gaming system with color graphics. With a palette of more than 32,000 colors, the Game Boy Color (GBC) was just the breath of fresh air the Game Boy franchise needed, and since it was backward compatible with all previous Game Boy games, it launched with hundreds of titles already on shelves.

SUPER MARIO BROS. DELUXE, RELEASED MAY 1999, NINTENDO

There was great rejoicing when the original Super Mario Bros. came to GBC. It was a no-brainer—who could resist a portable version of the most beloved game in the Nintendo firmament?

The updated version included multiplayer and challenge modes, and Super Mario Bros.: The Lost Levels (Super Mario Bros. 2 in Japan) was an unlockable bonus.

VOLUME 120, MAY 1999

POKÉMON GOLD AND POKÉMON SILVER, RELEASED OCTOBER 2000, NINTENDO

By the time *Pokémon Gold* and *Pokémon Silver* arrived for the Game Boy Color, the *Pokémon* faithful were ready for something new, having gone two years with only *Pokémon Yellow* to sate their thirst for new *Pokémon* experiences. What they got was the land of Johto (which was crawling with 100 brand-new *Pokémon* as well as the original bunch from *Pokémon Red* and *Pokémon Blue*), a real-time clock, new specialized Poké Balls, and the ability to breed *Pokémon Eggs*. VOLUME 136, SEPTEMBER 20

VOLUME 136, SEPTEMBER 2000

THE LEGEND OF ZELDA: ORACLE OF SEASONS/ORACLE OF AGES, RELEASED MAY 2001, NINTENDO

Created by a special Nintendo/Capcom development team, Oracle of Seasons and Oracle of Ages remained true to the series while introducing a few innovations, such as the presence of helper animals. The games also offered a unique connection; by playing through one of the two games, players obtained a password that they could enter at the outset of the second game to transfer the first game's hero, as well as to provide some benefits and extra challenges.

VOLUME 142, MARCH 2001

WHAT'S BETTER THAN A NEW LEGEND OF ZELDA ADVENTURE FOR GAME BOY COLOR? WHY, IT'S TWO LEGEND OF ZELDA ADVENTURES WITH AN INNOVATIVE, INTERTWINING STORY AND CHARACTER SYSTEM, OF COURSE!

This spring, Nintendo presents the simultaneous release of The Legend of Zelda: Oracle of Seasons and The Legend of Zelda: Oracle of Ages—two story-telling companions in the ongoing saga of exercises taught by Hyrulean hero, Link. The games are a joint production of Nintendo and Capcom. This month, we take a look at Oracle of Seasons, in which Link is transported to a land that is lost in turmoil. There he discovers many ability-giving items, the Rod of Seasons, a device that gives him control over the forces of nature. By changing summer into winter or by transforming spring into fall, Link can open new paths and forge ahead in his quest to restore order to the land.

The Legend of Zelda: Oracle of Seasons features all-new enemies, some classic Legend of Zelda characters, along with the debut of several new friends.

DOLONGES HAVE BEEN YOUR ENEMY SINCE THE PAST, BUT DIMITRI IS FRIENDLY.

CLIMB UP DIMITRI'S BACK TO CROSS OVER VAST EXPANSES OF WATER.

Link and his dog-like companion, Dimitri, explore the land of Holodrum.

GAME BOY

MOBILE SYSTEM GB, RELEASED DECEMBER 2000 (JAPAN ONLY)

The Mobile System GB gave Japanese Game Boy Color owners the opportunity to connect their game systems to their mobile phones; once connected, they could access

the Mobile Data Center to exchange game data, receive email, and get game news.

The big win was for Pokémon Crystal players, who could trade Pokémons and battle championship teams using the network. Although the

Mobile System GB never made it across the Pacific, much of its functionality later made it to the Nintendo DS.

VOLUME 143, APRIL 2001

THIS MONTH

GAME BOY TAKES TO THE AIR

THE LEGEND OF LUFIA GROWS

A QUESTING WE WILL GO

A PLACE IN HISTORY

HIDDEN GEMS

DUTY CALLS THOSE WITH HONOR... AND A BIG SWORD.

Nintendo Power | VOLUME 143



SUPER NES

BY THE late 1980s, the 16-bit video game generation had been ushered in by NEC's TurboGrafx16 and Sega's Genesis (both released in North America in 1989), and although the NES still dominated the video game market in Japan and North America, it was getting a bit long in the tooth. By 1990 it was clear that Nintendo would have to enter the technology race or be left behind. The Big N's answer was the Super Nintendo Entertainment System (Super NES), which debuted in Japan as the Super Famicom in November 1990 and arrived in North America nine months later.

Superior graphics were the main advantage of 16-bit processing, and the Super NES was loaded with features such as multiple scrolling parallax backgrounds, 32,000 colors, and Mode 7 scaling and rotation, which allowed programmers to create 3-D effects in games such as Pilotwings, F-Zero, and NCAA Basketball. The Super NES was an immediate hit in both Japan and North America, but for several years the marketplace was divided almost equally between the Super NES and the Sega Genesis, which had built a reputation for being cool and holding a technological edge due to its "blast processing." The systems' sales figures remained

deadlocked for several years, but in the end the Super NES prevailed and ultimately outsold the Genesis by a considerable margin.

With greatly improved graphics capabilities at their disposal and years of experience garnered from programming for the memory-restrictive NES, Super NES developers began creating some of the most refined and memorable video games ever seen. Super Mario World, The Legend of Zelda: A Link to the Past, Street Fighter II, Super Mario Kart, Super Star Wars, Final Fantasy III, ActRaiser, Super Metroid, and Donkey Kong Country all still rank as some of the best games ever made. Some industry-followers consider the 16-bit generation to have been the golden age of video games. Undeniably it was a time brimming with awesome titles and exciting innovations.

NORTH AMERICAN RELEASE
September 1991
GLOBAL SYSTEM SALES
49.1 Million (as of March 2008)
GLOBAL SOFTWARE SALES
379.1 Million (as of March 2008)
KEY FEATURES Home video game console, 16-bit processing, Mode 7 enhanced graphics, eight-button controllers with directional Control Pad, two controller ports, Game Pak media (battery backup available)

SUPER NES NEWS

The Japanese launch of the Super NES was met with such enthusiasm that the Japanese government requested that all subsequent video-game-system launches should occur over the weekend to minimize disruption of businesses and schools. In North America, Nintendo Power provided early peeks at the console and its first wave of games.

VOLUME 25, JUNE 1991



16 bit computer inside

One of the aspects of design that they should consider is how to do certain objects or features should be designed to be used or important. For instance, there are certain age groups that are more likely to touch whereas rounded objects are considered safe and less likely to be touched.

Super Control



2192-001-01

SUPER NES

VOLUME 28, SEPTEMBER 1991

SUPER MARIO WORLD, RELEASED AUGUST 1991, NINTENDO

Every new console should have at least one game that demonstrates why the system is an improvement over the previous generation's offerings. For the Super NES, that game was Super Mario World (SMW), which was packed in with the console early on so nobody was likely to miss how impressive the Super NES was. SMW was a sprawling, jam-packed, colorful circus of a game that proved beyond a shadow of a doubt that Shigeru Miyamoto and SMW director Takashi Tezuka were masters of their art. This was the game that introduced nonlinear play to the Mario series by allowing entrance to the game's 72 stages from a world map. It introduced a lovable green dinosaur named Yoshi—Mario's trusty steed. There were new moves, new challenges, hidden worlds, and special graphical effects such as scrolling backgrounds and scaling sprites that added to the game's impact and made it one of the all-time favorite Nintendo games.

F-ZERO, RELEASED AUGUST 1991, NINTENDO

If Super Mario World demonstrated the Super NES's ability to portray a magical world, F-Zero demonstrated that the console could generate raw speed. Elevating the race tracks high above the ground not only fit into the futuristic theme of the game, but also helped create an illusory 3-D setting by eliminating the need for environments bordering the track.

VOLUME 29, OCTOBER 1991



FINAL FANTASY II, RELEASED NOVEMBER 1991, SQUARE SOFT

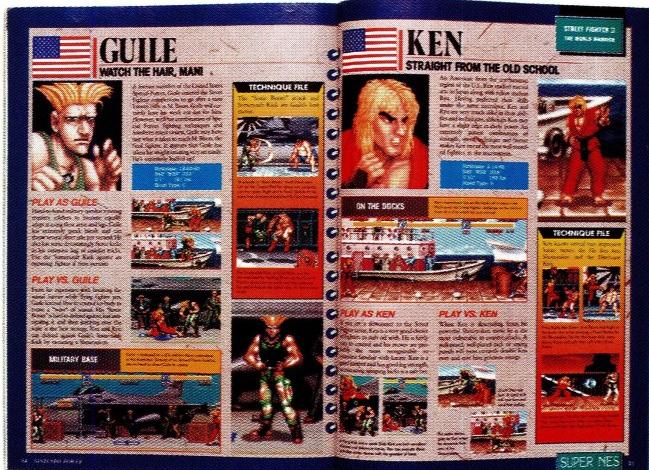
The arrival of Final Fantasy II in North America (known as Final Fantasy IV in Japan) is probably a bigger event in retrospect than it was at the time. Who could have predicted the Final Fantasy franchise's phenomenal breadth, longevity, and appeal? Series-favorite characters Cecil, Kain, and Cid became the first of many heroic figures to win fame in the Americas. Largely due to the emotional impact Final Fantasy games stirred among their fans, the discussion of the importance of narrative and artistic concerns in video games was ignited. The debate rages to this day; some people argue that video games are an interactive narrative art form, while others believe games are just games. But if emotional involvement is a measure of artistic value, then Final Fantasy II and its brethren must surely be works of art.

VOLUME 30, NOVEMBER 1991

THE LEGEND OF ZELDA: A LINK TO THE PAST, RELEASED APRIL 1992, NINTENDO

Link's third adventure remains for many gamers the best Super NES title, and many of them would argue that it is the best game of all time. Franchise staples such as the spin attack, the Master Sword, the Hookshot, the Pegasus Boots, and dual-world exploration were first experienced in *A Link to the Past*. Nintendo's master composer, Koji Kondo, made the most of the Super NES's sound-processing capabilities (which were substantially improved over the NES's) and created a score that added emotional depth to a mesmerizing gaming experience.

VOLUME 34, MARCH 1992



STREET FIGHTER II: THE WORLD WARRIOR, RELEASED JULY 1992, CAPCOM

Street Fighter II gave the fighter genre its big break; the game ruled the arcades, and then conquered North American homes by way of the Super NES. Although the unique six-button, arcade-style controls had to be reconfigured for the home console, the blistering action, special moves, and colorful fighters translated well—so well that Street Fighter II for Super NES still ranks as Capcom's top-selling game of all time.

VOLUME 38, JULY 1992

MARIO PAINT, RELEASED AUGUST 1992, NINTENDO

Mario Paint was an entire video-production studio in a game pak, and it was a snap to use with the packed-in Super NES Mouse accessory. This was at a time when most TVs were connected to a VHS recorder, which made it relatively easy to tape one's Mario Paint productions and share them. Fortunately, many of the creative ideas first explored in Mario Paint have been resurrected in Wii's Photo Channel and Mii Channel.

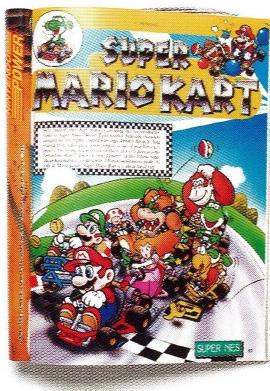
VOLUME 39, AUGUST 1992



SUPER MARIO KART, RELEASED SEPTEMBER 1992, NINTENDO

The Mario Kart series is yet another top Nintendo franchise that got its start on the Super NES. Mode 7 scaling and rotation were implemented to create 3-D effects, but Super Mario Kart's real eye-opening innovation was its chaotic racing style and the use of items such as Koopa shells to hurl at opponents or mushrooms to give you a speed boost. Mario Kart became so popular that it spawned a new subgenre: kart racing.

VOLUME 41, OCTOBER 1992



VOLUME 41, OCTOBER 1992

STAR FOX, RELEASED MARCH 1993, NINTENDO

In many ways Star Fox was a simple shooter, but its technical legacy was far more profound than its gameplay. Star Fox paved the way for 3-D rendered environments. Boosted by the Super FX chip ensconced in the game pak, Star Fox generated polygonal elements with simple texture maps. Sprites were still used, as were traditional scrolling backgrounds, but the objects you encountered along the flight corridor were 3-D polygons that scaled and rotated to create the illusion of flying through a world with real dimensions.

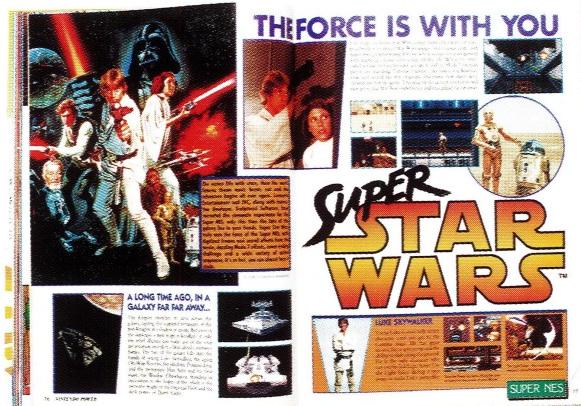
VOLUME 46, MARCH 1993

This is a full-page advertisement for Star Fox. The top half features the game's title "STAR FOX" in large, stylized, yellow and pink letters against a dark, star-filled background. Below the title, three anthropomorphic animal characters—Fox McCloud (a fox), Falco (a falcon), and Navi (a blue dragon-like creature)—are shown in their flight suits, looking determined. To the left, several sleek, light-colored Star Fox fighters are shown flying through space. A small inset window on the left displays a sequence of five screenshots from the game, showing various scenes of space combat and exploration. On the right, a large text box reads "A NEW STAR IS RISING IN THE VIDEO GAME UNIVERSE". At the bottom left, a box contains the text: "NINTENDO'S STAR FOX IS THE FIRST OF A NEW BREED OF GAMES. AT ITS HEART IS THE AMAZING SUPER FX CHIP—A MINI COMPUTER BUILT RIGHT INTO THE GAME PAK. AS FOX MCLOUD AND HIS CRONIES TRY TO SAVE CORNERIA, THEY (AND YOU) EXPERIENCE 3-D REALISM NEVER SEEN BEFORE ON ANY VIDEO GAME SYSTEM." The bottom right corner of the ad includes the text "VOLUME 46" and "STAR FOX".

SUPER STAR WARS, RELEASED NOVEMBER 1992, JVC

One of the most accomplished developers for the Super NES was found not in Tokyo or London, but in Salt Lake City, Utah. Sculptured Software made its mark on the 16-bit generation with dynamic graphics, and by translating one of the great cinematic experiences—Star Wars—to the Super NES in Super Star Wars. Much of the game was presented as side-scrolling platform action, but you knew that the Force was with you when you got to drive the landspeeder or sit in the Millennium Falcon's gun turret and blast TIE fighters.

VOLUME 42, NOVEMBER 1992

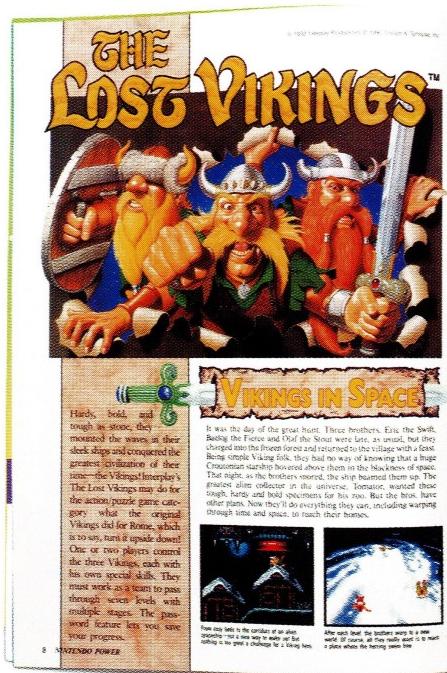


**THE LOST VIKINGS,
RELEASED APRIL 1993,
INTERPLAY**

Developed by Silicon & Synapse, which later became Blizzard Entertainment, The Lost Vikings introduced an engaging style of platform action that utilized multiple player-controlled main characters, each with a unique capability, that the player used one at a time to overcome a variety of clev-

Erik, Olaf, and Baleog—the three Vikings who were lost in time—provided humorous dialogue between stages.

VOLUME 48, MAY 1993



VOLUME 48, MAY 1993

SUPER MARIO BROS. LIVE-ACTION MOVIE. RELEASED MAY 1993

Nobody won an Oscar for this romp starring Bob Hoskins, John Leguizamo, Dennis Hopper, and Samantha Mathis, but the fact that the Super Mario Bros. game series was made into a movie demonstrates how far Nintendo had waded into the mainstream of American culture.

SUPER NES CONTROLLERS

The growing list of Wii accessories may seem unprecedented, but consider all the controllers created for use with the Super NES. Some, such as Nintendo's Super Scope, were used with a handful of shooting-focused games. Others were much more obscure, such as the Miracle Piano Teaching System—a keyboard you could connect to your Super NES to inspire yourself to practice playing piano while using the keyboard as a controller.

VOLUME 49, JUNE 1993 ↑

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For more information about the study, please contact Dr. Michael J. Hwang at (319) 356-4000 or email at mhwang@uiowa.edu.

**MORTAL KOMBAT,
RELEASED SEPTEMBER 1993, ACCLAIM**

Ed Boon and John Tobias created a huge stir with their arcade hit Mortal Kombat due to the graphic nature of the "finishing moves" players could use to end a fight. The Super NES version was notable for its bloodless graphics; it was outsold by the less conservative Genesis version many times over. Mortal Kombat, and subsequent games that depicted extreme violence, became the rallying point for parents and legislators who demanded and eventually got an industry-wide rating system. **VOLUME 53, OCTOBER 1993**

VOLUME 53, OCTOBER 1993



KEN GRIFFEY JR. PRESENTS: MAJOR LEAGUE BASEBALL, RELEASED MARCH 1994, NINTENDO

If Nintendo's lineup has had a glaring weakness over the years, it has been in the area of sports simulations. During the mid '90s, however, that void was partially filled by a series of baseball games featuring superstar Ken Griffey, Jr. At the time, Griffey played for the Seattle Mariners, and Nintendo's majority ownership stake in the team made the endorsement a natural fit. Unlike Nintendo's focus on simple or wacky sports games such as *Wii Sports* and *Mario Super Sluggers*, the Ken Griffey Jr. series provided a realistic yet accessible simulation that still ranks as one of the best baseball experiences in video games.

VOLUME 59, APRIL 1994

**SUPER METROID,
RELEASED APRIL
1994. NINTENDO**

Nintendo's R&D1 unit and Intelligent Systems reprised NES sci-fi hit Metroid with a masterful sequel for the Super NES. Although the exploration and reward elements were taken straight from the original

Metroid's mold (and in fact Super Metroid even takes place on the same world—Zebes), the Super NES game's story took place after both Metroid (NES) and Metroid II (Game Boy), and incorporated many new areas, moves, and items. It is widely viewed as one of the best games for the console.

VOLUME 22 MAY 1994





SUPER PUNCH-OUT!!, RELEASED OCTOBER 1994, NINTENDO

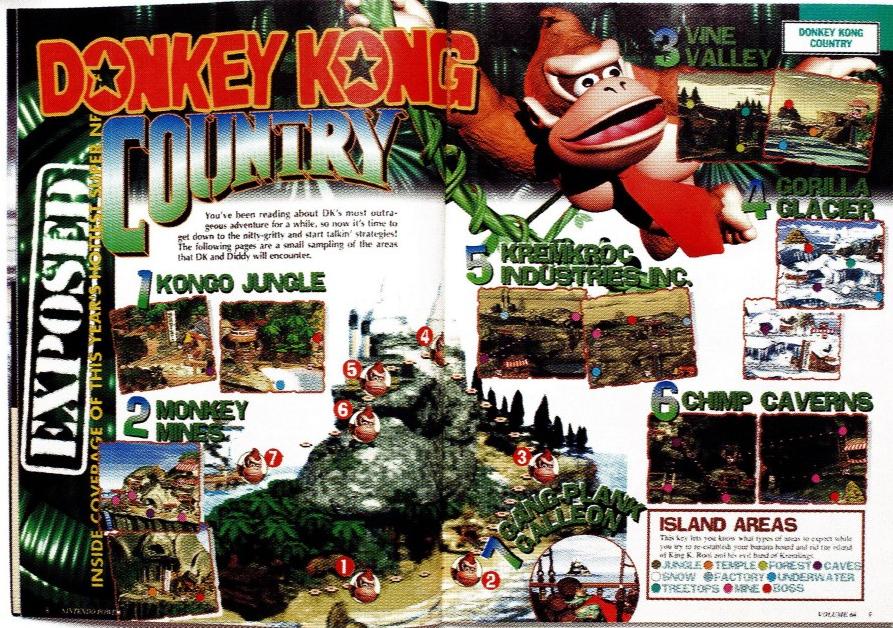
The original *Punch-Out!!* for the NES proved the folly of using celebrity endorsements when ex-champ Mike Tyson ran afoul of the law. But the game had been a success not just because of Tyson's presence, but because it created a fun boxing experience based on pattern memorization and the need for quick reflexes. *Super Punch-Out!!* drew on those elements and proved to be just as engaging as its predecessor. The *Punch-Out!!* franchise has lain dormant for some time, but with a Wii *Punch-Out!!* on the way, the future looks bright.

VOLUME 65, OCTOBER 1994

FINAL FANTASY III, RELEASED OCTOBER 1994, SQUARE SOFT

Final Fantasy III (known as Final Fantasy VI in Japan) ranks as one of the finest RPGs ever made. With a sweeping story, memorable scenes, and a cast of characters that ranged from comic to evil, Final Fantasy III was as much about evoking emotion as providing a gaming challenge. That isn't to say that the challenge was lacking in any way; rather, it is a reflection of how novel it was for games of that era to resonate emotionally.

VOLUME 65, OCTOBER 1994



DONKEY KONG COUNTRY, RELEASED NOVEMBER 1994, NINTENDO

The clever folks at Rare recognized before most people that the future of video game graphics was going to belong to rendered 3-D imagery. Using Silicon Graphics workstations and the best 3-D-rendering software of the day, they set out to realize their vision. Rare cleverly figured out that they could render backgrounds and sprites using state-of-the-art 3-D graphics processing, then plug those prerendered assets into a Super NES game. The stunning result was *Donkey Kong Country*—a classic side-scrolling platformer with glossy 3-D graphics that knocked the socks off of everyone who saw them. The game also rehabilitated Donkey Kong as a dynamic Nintendo hero—a big promotion for the stubborn ape who had been merely the antagonist in Nintendo's 1981 *Donkey Kong* arcade game.

VOLUME 66, NOVEMBER 1994



EARTHBOUND, RELEASED JUNE 1995, NINTENDO
EarthBound's impact on the video game world did not stem from its modest commercial success, but from the die-hard fan base it engendered. The sci-fi-themed RPG was designed by Shigesato Itoi—writer, game designer, bass-fishing enthusiast and all-around funky Renaissance dude—in connection with developers Ape and HAL Laboratories. EarthBound (part of the beloved Mother series in Japan) bravely explored territory seldom visited in video games—parody, social commentary, and goofy humor. North America never got a sequel, but legions of EarthBound faithful still mount letter-writing campaigns in support of one. Perhaps as a nod to their perseverance, EarthBound's hero, Ness, has appeared as a character in the Super Smash Bros. series. **VOLUME 73, JUNE 1995**

R VOLUME 73, JUNE 1995

**YOSHI'S ISLAND: SUPER MARIO WORLD 2,
RELEASED OCTOBER 1995, NINTENDO**

At a time when most studios were chasing the golden ring of photorealism and CD-ROM-driven cinematic animation, Nintendo's masters of Mario (Tezuka, Miyamoto, and team) were chasing a very different dream—the creation of interactive storybooks.

Yoshi's Island—the sequel to Super Mario World—was presented with a handcrafted art style that belied the technological power of the Super FX 2 chip that was required to make it work. That same aesthetic can be seen in the Paper Mario series, The Legend of Zelda: The Wind Waker, and The Legend of Zelda: Phantom Hourglass.

VOLUME 77, OCTOBER 1995



SUPER NES

SUPER MARIO RPG: LEGEND OF THE SEVEN STARS, RELEASED MAY 1996, NINTENDO

Super Mario RPG was a collaboration between Square Soft and Nintendo that featured prerendered graphics and a mix of RPG and action gaming elements, and was the first time players really got to explore the Mushroom Kingdom and talk to its inhabitants. Advanced Computer Modeling (ACM) techniques using Silicon Graphics workstations were employed, and Shigeru Miyamoto oversaw the project. With the launch of the Nintendo 64 just a few months away, Super Mario RPG marked the end of the Super NES era.

E VOLUME 33 OCTOBER 1995



NINTENDO 64

HARDWARE DESIGN always reflects trade-offs, and in the competitive home video game console market those trade-offs can define a system and determine its fate. The Nintendo 64 (N64) was designed to usher in a new age of 3-D gaming. Mr. Miyamoto's dream of creating magical gardens that players could explore would be better served by access to a 3-D environment than the 2-D worlds of the NES, Game Boy, and Super NES. If the future belonged to 3-D, Nintendo's association with Silicon Graphics (which developed during the Super NES era on projects such as *Donkey Kong Country*) seemed to be the ideal partnership. Together, Silicon Graphics and Nintendo would lead the next home-console generation with a powerful, 64-bit processor capable of creating unprecedented realism. Dubbed the Nintendo 64, the system was touted as the supercomputer of video games.

But along with the N64's advanced technology came several hurdles, perhaps the greatest of which was the manufacturing cost of the N64's Game Paks. Third-party publishers incurred higher costs and risks to bring an N64 game to market, and naturally that ended up limiting the number of titles they made for the system. To justify the choice Nintendo cited much faster load times from Game Paks than from

discs, and better security to foil pirates. A number of publishers were able to overcome the system's development hurdles and produce truly stunning graphics, but many didn't have the resources to do so. The learning curve was high for N64 developers.

For all of the challenges the N64 faced, it sold more than 30 million units—even more than Sega's Genesis, which was considered a huge success. And the library of games—although it wasn't as large as the lineups for previous systems—was filled with treasures. For gamers who sought quality, the N64 provided some of the best gaming experiences ever produced. *Super Mario 64* may be the most important video game of all time (and it's certainly one of the most fun to play) and *GoldenEye 007* still ranks as one of the best multiplayer gaming experiences, and *The Legend of Zelda: Ocarina of Time* tops many lists for best game ever made. Fortunately for gamers who missed the N64 boat, many of the system's top titles are available on Wii's Virtual Console.

North American Release
September 1996
Global System Sales
32.0 Million (as of March 2008)
Global Software Sales
226 Million (as of March 2008)
Key Features Home video game console, 64-bit processing controller with analog stick, Z-Button (trigger) and C Buttons, four controller ports, expandable memory, Game Pak media (battery backup and Controller Pak memory available)

N64'S DEBUT

Super Mario 64 and Pilotwings 64 were the two games slated to be available at launch, and Nintendo Power covered them, along with the rest of the first wave of N64 titles—GoldenEye 007, Cruis'n USA, Wave Race 64, Body Harvest, Blast Corps, Star Wars: Shadows of the Empire, Doom 64, and many more were showcased. In many cases, however, the games were slow getting to the developmental finish line and into players' hands. The dearth of games for the N64's first year probably doomed the system to play second fiddle to the PlayStation.

VOLUME 85, JUNE 1996



MIYAMOTO SPEAKS

In an interview reprinted from Japan's *Famimaga 64*, Shigeru Miyamoto shared his thoughts on the development of the N64 and Super Mario 64. As with most of his games, controlling the main character was of primary concern. The N64's triple-handled controller with the centrally located analog Control Stick may have looked odd, but it was extremely versatile. Its C Buttons were so-called because they were intended to be camera controls, but developers were free to use them any way they desired. Miyamoto envisioned lots of moves for Mario, including easy one-button maneuvers and hidden actions accessed by combinations of moving the Control Stick and pushing buttons.

VOLUME 89, OCTOBER 1996



SUPER MARIO 64, RELEASED SEPTEMBER 1996, NINTENDO

In many ways Super Mario 64 is the finest expression of Mr. Miyamoto's long-sought-after magical interactive garden. It is a game he thought about for five years before really sitting down to work on it. The result was a game that shaped the hardware platform as much as the platform shaped it. It is quite likely that had Mr. Miyamoto not envisioned Super Mario 64 as a free-roaming, 3-D experience, the N64 would have been a very different machine. In short, Super Mario 64 impacted everything that followed.

VOLUME 88, SEPTEMBER 1996

NINTENDO 64



MARIO KART 64, RELEASED FEBRUARY 1997, NINTENDO

The sequel to Super Mario Kart introduced 3-D terrain and four-player action, for which the N64 was ready right out of the box with its four controller ports. The free-for-all kart style of racing has often been criticized for being unfair since it rewards the use of items instead of emphasizing racing skill, but to this day there are few multiplayer experiences better than that served up by a Mario Kart title, and Mario Kart 64 is as good as any of them.

VOLUME 93, FEBRUARY 1997

GOLDEYE 007, RELEASED AUGUST 1997, NINTENDO

GoldenEye 007, developed by Rare, kick-started multiplayer deathmatch gaming and turned the James Bond franchise into video game gold. The single-player, first-person-shooter mode was a blast, as well. Subsequent Bond titles from Electronic Arts (the Bond video game license-holder after Nintendo) have largely remained true to the **GoldenEye 007** formula, though none have had **GoldenEye's** electrifying impact on the industry. That game demonstrated that a four-player split-screen experience could look great and deliver exhilarating gameplay.

VOLUME 99, AUGUST 1997



**CONKER'S BAD FUR DAY,
MARCH 2001, RARE**

Before Conker took up a variety of self-destructive activities, he was an adventure-bound squirrel headed down the traditional Nintendo career path. In *Nintendo Power's* early preview, the game was called *Conker's Quest*, and it focused on innovative new techniques for conveying character expressions and awareness of the gaming environment.

The developers described Conker as more of a pal than a traditional video game hero.

When the game was finally released (with a Mature rating from the ESRB) Conker's persona was anything but cute and fluffy. The

Nintendo Power Player's Guide for Conker's Bad Fur Day was a hilarious tribute to the wild antics in the game, and is one guide that no mature reader should miss.

VOLUME 100, SEPTEMBER 1997





YOSHI'S STORY, RELEASED MARCH 1998, NINTENDO

Hideki Konno (most famous for his design work on the Mario Kart series) led the effort for this sequel to Yoshi's Island: Super Mario World 2. Yoshi's Story employed a "2 ½-D" graphics style that combined 3-D prerendered elements with side-scrolling action. Its youthful artistic direction took the "living storybook" theme of the SNES original to a new level.

VOLUME 105, FEBRUARY 1998



**DIDDY KONG RACING,
RELEASED NOVEMBER
1997, RARE**

The idea behind Diddy Kong Racing was to combine adventure elements with kart racing. There were bosses to race against and treasures to collect, but the biggest thrill was the variety of vehicles (karts, boats, and planes) and the inventive courses. The superb game was later revived with a DS sequel.

VOLUME 103, DECEMBER 1997

**1080° SNOWBOARDING,
RELEASED APRIL 1998.
NINTENDO**

Nintendo earned some much-needed street cred with *1080° Snowboarding*. The game's physics (like those in the similarly awesome *Wave Race 64*) seemed to replicate the snowboarding experience to an amazing degree, and *1080°'s* graphics were some of the best seen on the N64.

VOLUME 106, MARCH 1998



BANJO-KAZOOIE, RELEASED JUNE 1998, NINTENDO

As evidenced by Conker, Nintendo began publishing more titles that focused on brand-new characters and brands in addition to the classic properties, such as Donkey Kong, that had brought the company its greatest successes. The bird-and-bear team of Banjo and Kazooie gave the N64 two of its best new stars. Banjo-Kazooie provided 3-D platform action à la Super Mario 64, but with added humor and superior graphics.

R VOLUME 109, JUNE 1998

THE LEGEND OF ZELDA: OCARINA OF TIME, RELEASED NOVEMBER 1998, NINTENDO

Link's shift to a 3-D polygonal environment may have seemed less revolutionary to players than Mario's since the traditional top-down perspective of The Legend of Zelda, A Link to the Past, and Link's Awakening had allowed players to explore freely. But navigating a 3-D Hyrule is much trickier technically than scooting about on a two-dimensional overworld map, so Ocarina of Time utilized context-sensitive moves along with special controls such as Z-targeting (to keep Link focused on an enemy), all of which made the interface remarkably user-friendly. From puzzles to boss battles, Ocarina delivered exceptional experiences, and it remains one of the greatest video games of all time.

VOLUME 114, NOVEMBER 1998 ↑↓



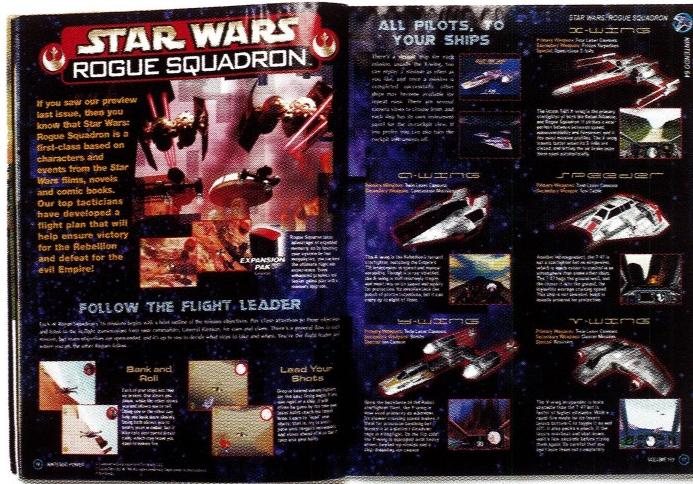
BODY HARVEST, RELEASED OCTOBER 1998, MIDWAY

The developers of the fan-favorite Super NES hit Lemmings went from building inviting action-puzzlers to an early sandbox adventure, Body Harvest, which included so many types of gameplay—from driving and third-person perspective exploration to pitched battles with aliens—that it made you wonder how it all fit on one Game Pak.

**STAR WARS: ROGUE SQUADRON,
RELEASED DECEMBER 1998, LUCASARTS**

Factor 5—partnered with LucasArts—dug deep into the N64's architecture and created custom microcode solutions and clever programming work-arounds to wring impressive graphics from the N64. *Star Wars: Rogue Squadron* was one of the games that benefited most from Factor 5's expertise. The mission-based shooter was not only a visual feast; it was fast, challenging, and fun.

VOLUME 115, DECEMBER 1998 →



MARIO PARTY, RELEASED FEBRUARY 1999, NINTENDO

Mario Party blended old-style board-game concepts with fast-paced minigames in a winning combination that foreshadowed WarioWare and a host of games for Wii. What Mario Party (and its many successors) did best was provide fast, frantic, four-player fun—just like the box advertised!

VOLUME 117, FEBRUARY 1999



SUPER SMASH BROS.. RELEASED APRIL 1999. NINTENDO

In the late 1990s, Masahiro Sakurai and Satoru Iwata (now Nintendo Co. Ltd.'s president) developed an unusual fighting game at HAL Laboratory that was all about knocking your opponent off of a platform. When they got the incredibly clever idea of populating the game with Nintendo's signature characters, success was assured. Nintendo debuted the game in Japan, where it became a runaway success. When it was later brought to North America, the four-player battles became a social gaming phenomenon that has grown even stronger with the series' subsequent two releases. VOLUME 119, APRIL 1998

VOLUME 119, APRIL 1999 1

MARIO GOLF, RELEASED JULY 1999, NINTENDO

By combining excellent play control and real-world physics with fun modes such as Ring Golf and Speed Golf, and topping it off with Mario and his pals (plus a few new characters), Mario Golf became the model for other sports-themed Mario games for years to come, such as Mario Tennis. **VOLUME 122, JULY 1999** 

VOLUME 122, JULY 1999



TONY HAWK'S PRO SKATER, RELEASED MARCH 2000, ACTIVISION

X Games chic came to the N64 by way of Tony Hawk with Activision's port of a title that first appeared on the PlayStation. Port-itis was a common malady of the N64 and Nintendo GameCube eras, but fortunately many of the games, like this one, were worth playing on the N64 because they included revisions or extra elements.

VOLUME 131, APRIL 2009

JET FORCE GEMINI



This is the daunting of the Gemini. Karr's marketing sheet says it's designed to make even the cadre of power sunset bulletts wonder if they're in the stars, and today's horoscope is favoring Gemini.

BEHIND TWIN POWERS, ACTIVATE!

It's time to get serious and dig deep. The twin powers of Karr's Gemini are now available to you. You can't just turn them on like a light switch, though. You have to earn them. And that means you're going to have to play a lot of games. The first step is to buy the *Jet Force Gemini* game. Then you'll need to play it. A lot. The more you play, the more you'll learn about the game's mechanics and how to use its features to your advantage. Once you've mastered the basics, it's time to move on to the advanced levels. These levels will test your skills and challenge you to think outside the box. You'll need to be creative and resourceful to succeed. But don't worry, you're not alone. There are plenty of resources available to help you along the way. You can find tips and tricks online, or even hire a professional developer to help you out. Just remember, the key to success is persistence and dedication. So keep at it, and you'll be well on your way to becoming a master of the Gemini.

A CRY FOR HELP



It's time to get serious and dig deep. The twin powers of Karr's Gemini are now available to you. You can't just turn them on like a light switch, though. You have to earn them. And that means you're going to have to play a lot of games. The first step is to buy the *Jet Force Gemini* game. Then you'll need to play it. A lot. The more you play, the more you'll learn about the game's mechanics and how to use its features to your advantage. Once you've mastered the basics, it's time to move on to the advanced levels. These levels will test your skills and challenge you to think outside the box. You'll need to be creative and resourceful to succeed. But don't worry, you're not alone. There are plenty of resources available to help you along the way. You can find tips and tricks online, or even hire a professional developer to help you out. Just remember, the key to success is persistence and dedication. So keep at it, and you'll be well on your way to becoming a master of the Gemini.

THE LAST LINE OF DEFENSE



The last line of defense is a powerful and effective strategy. It's designed to be used as a final resort when all other options have failed. This strategy involves using your resources and knowledge to defend against your enemies. It's a complex process that requires careful planning and execution. But if done correctly, it can be very effective. So if you find yourself in a difficult situation, consider using the last line of defense. It may just be the difference between victory and defeat.

NO WAY OUT



No way out is a powerful and effective strategy. It's designed to be used when you're faced with a difficult situation and there's no other option. This strategy involves using your resources and knowledge to defend against your enemies. It's a complex process that requires careful planning and execution. But if done correctly, it can be very effective. So if you find yourself in a difficult situation, consider using the no way out strategy. It may just be the difference between victory and defeat.

JET FORCE GEMINI, RELEASED OCTOBER 1999, RARE

Jet Force Gemini was surprisingly dark and violent for a Rare title. The sci-fi-themed third-person shooter featured a co-op mode for two players to battle through the main story mode—something that remains unusual to this day.

VOLUME 124, SEPTEMBER 1999

**PERFECT DARK, RELEASED
MAY 2000, RARE**

Agent Joanna Dark's mission on N64 takes the form of a first-person shooter, but a two-person, split-screen co-op mode and the competitive Counter-Op mode added to the game's depth. Like *GoldenEye* before it, *Perfect Dark's* multiplayer Combat Simulator gave the game lasting appeal.

E VOLUME 131 APRIL 2000

IF GREAT GAMES COME ONCE IN A BLUE MOON, THEN THE MOON IS COMING IN FAST, AND IT'S HURTLED STRAIGHT INTO LINK'S WORLD IN HIS MOST FRANTIC ODYSSEY YET.

THE LEGEND OF ZELDA: MAJORA'S MASK

An instant classic of a sequel, Majora's Mask offers everything from the Legend of Zelda: Ocarina of Time's expanded world to new challenges. This time around, Link sets out to find a trouble-making Skull Kid who's spreading doom in a parallel world to those of the moon and the earth. And it's all because of the mask he wears. The Skull Kid has the time-traveling powers of his oceans and the shape-shifting magic of some enchanted masks. Link must solve the three days leading up to the fateful landing of the Moon's evil effects and untangle the causes that are provoking disaster. This month, learn to live through the first dangerous. And make sure you have the N64 Expansion Pak without one you won't be able to play the game at all.

EXPANSION PAK REQUIRED

TIME AND AGAIN

The game spans a three-day period. Playing as Link or the other characters he encounters, you can skip the days by fighting enemies, as was the case in Ocarina of Time. However, once you must travel back in time to reflect the 72-hour cycle and change fate even more.

RACING AGAINST TIME

Once Link leaves the desolate city of Termina, he must race against time to stop the moon's fall before it's too late. One lead of game time will always be given to Link, so he can be sure to reach the castle in time. If he fails to do so, he'll have to start over again, and the game continues after 100 hours.

DAILY ROUTINES

The general world is populated by characters who have their own daily routines. Depending on what day it is, the Zora who was once Link's best friend may be swimming in the ocean, while the Goron who was once his teacher may be working in the mines. Link can follow along with these routines, or he can ignore them if he prefers.

SOME THINGS LAST FOREVER

Link is the 20-25 most popular character in the real world. So it's no surprise that he's the most popular character in the game. Different characters will appear in different areas, and they will change every 12 hours. So yes, Link's best friend will be swimming in the ocean at 12:00 noon.

TO ANOTHER WORLD

The adventure begins roughly after Link completed his quest in Ocarina of Time. Relying upon his knowledge of the Lost Woods to find Navi, Link is waylaid by the Skull Kid and his pair of pixel partners. The trio makes off with the Star Prism, which Link must retrieve to save Termina, so Link dashes after them right into the heart of the Skull Kid's traps.

THE DEKU SCRUB SNUB

Pulling a reverse Deeku, the Skull Kid changes Link into the woodsy Deku Scrub. Unlike the original, however, the Deku Scrub is much more mischievous and mischievous than when trying to find a way to return to the old self.

SPIN ATTACK

The Deku Scrub's Spin Attack is a powerful move that can knock enemies off balance. It's also useful for getting past obstacles like trees and rocks. Just make sure you're facing the right direction when you're using it.

FLOWER JUMP

As the Deku Scrub, Link must collect flowers to power his Spin Attack. These flowers are scattered throughout the land, so keep your eyes peeled. Once you've collected enough, you can use the flower to jump over obstacles and enemies. The flower can also be used to break open certain doors.

THE LEGEND OF ZELDA: MAJORA'S MASK, RELEASED OCTOBER 2000, NINTENDO

Following on the heels of Ocarina of Time by just two years, Majora's Mask was a sweet surprise for Zelda fans. Instead of Hyrule, players found themselves in the alternate world of Termina, where the moon was slowly falling out of the sky due to the Skull Kid's mischief. The unique story impacted gameplay in a significant way as players repeatedly experienced the three days preceding the disaster as they attempted to prevent it from taking place. In each subsequent *Ground Hog Day*-esque do-over, more clues had to be uncovered and appropriate steps taken. Majora's Mask was one of a handful of titles that required the N64 Expansion Pak—extra memory that was plugged into a port on the top of the console.

E

© 2001 Nintendo. Game by Intelligent Systems.

PAPER MARIO™

The Mushroom Kingdom is in chaos with Bowser on the rampage in Nintendo's Paper Mario, from Intelligent Systems. Join Mario as his new N64 adventure unfolds.

THE SPIRIT SEARCH BEGINS

Bowser's control over the land comes from his possession of the Star Rod. While stealing the wish-granting wand from Star Haven, King Koopa kidnapped its keepers, the Star Spirits, and scattered them to the corners of the kingdom. Banished by Bowser from Princess Peach's Castle, Mario must begin his search for the Star Spirits in friendly Goomba Village.

Map Key

- Save Block
- Lock
- Heart Block
- Key
- Super Block

Get the Hammer

After you visit Goomba's vendetta for the second time, you'll crash the battle arena where you can search for the Hammer.

GOOMBA VILLAGE

Confront the King

Down the road from Goomba Village, you'll meet King Goomba and the Red and Blue Goombas. Target the Red Goomba first, then get after the king.

LEVEL UP

You'll earn Star Points from victory in battle. With every 100 Star Points that you earn, you'll rise up to a new level with the option to increase your maximum Heart Points, Flower Points or Badge Points. It's good practice to start with a Heart Point increase.

Battle Makes You Stronger

100 STAR POINTS

LEVEL UP!

TREASURE COLLECTION

Seventy Star Pieces are hidden on the map. All of them will be found when you're hunting. Use the I Spy Badge and Super Boots to make them surface.

Valuable Gifts

You'll receive Star Pieces in exchange for favors or letters from Parakarry Chuck Gourmet also offers them as quiz prizes.

Hidden Treasure

You'll get the Star Piece!

Badge Booty

You got the Clever Goomba Roads!

BADGE POWER

Badges can help you develop enemy-flattening strategies. Many Badges work well in combination with others, especially those relating to attack and defense power. Boost your Badge Points when you level up to maximize your Badge-carrying capacity.

Badge Exchange

Mario, at Shooting Star Summit, and Rowlf, in Toad Town, both offer a selection of Badges. Merlowe wants Star Pieces for Star Pieces. Rowlf wants Coins.

HELP FROM YOUR FRIENDS

Fight fellow travelers join you on your spirit-saving quest. Many of them can help you overcome obstacles, and all of them offer battle assistance with fighting moves and special defenses. When you find Super Blocks, you can promote your party members to Super-Rank or Ultra-Rank, pumping up their attack power and giving them new battle tactics. Take note of the abilities of your party members and use them when the situation calls for their special talents.

GOOMBA

The young Goomba has known knowledge beyond his years. He can grow your party's strength and energy. He can also fight with a collection of hard-headed attacks.

KOOPER

By tossing his Shell, Kooper can retrieve it and dash back to you on the far side of a wide gap. He can also give enemies shell shock with fast-flying attacks.

BOMBETTE

The explosive Bombette helps to Bominator get rid of rocks. She can also give enemies shell shock with fast-flying attacks.

PARAKARRY

Merlowe, at Shooting Star Summit, can help you overcome obstacles. He can also give enemies shell shock with fast-flying attacks.

BOW

Lady Bow is an environmental ghost who helps you clean up Peach's castle. In addition to sweeping enemies around, she can scare them away and shield you from Bominator's ways.

WATT

By creating Watts from a lantern, Sir Watt and Toy Box, you will gain a helpful friend. She can light the way in dark areas and fight with electrifying attacks.

SUSHIE

Sushie is a Choco Choco with wedge-waving water attacks and great swimming skills. She can also assist in the removal of water and even help you dive for treasure.

LANKSTER

The Lankster that calls himself Spike will give you a ride on his cloud over water. He can also attack your enemies with spikes and gusts of wind.

PAPER MARIO, RELEASED FEBRUARY 2001, NINTENDO

Paper Mario is the first in what was to become a series, but it descended from Super Mario RPG; when Paper Mario was first shown at Nintendo's Space World expo, the game was entitled Super Mario RPG 2. Developed by Intelligent Systems, Paper Mario utilized RPG elements such as turn-based battles as well as traditional Mario actions like jumping and bopping enemies with a hammer. It was one of the last significant games to be created for the Nintendo 64.



GAME BOY ADVANCE

AT SPACE World 2000, just minutes before Nintendo took the wraps off the Nintendo GameCube, Nintendo introduced the world to the Game Boy Advance (GBA)—the handheld successor to the Game Boy and the Game Boy Color. With 32-bit processing power capable of producing graphics equal to those of Super NES titles and even some Nintendo 64 games, the GBA was a great technological leap forward, but backward compatibility with the Game Boy and the Game Boy Color kept the game libraries of those earlier systems alive, as well. Game Boy Advance had one foot in the future and one in the past. It could connect to the Nintendo GameCube and even serve as a controller for some GameCube games, but it reproduced the winning traits that had made the Game Boy such a phenomenal success for so many years: it was small, power-efficient, linkable, easy and inexpensive to program for, and it had a big library of games from the start. Although Nintendo's third pillar—the Nintendo DS—would launch just three years after the GBA, the GBA would become one of the best-selling video game systems of all time.

The GBA was such a monumental success that Nintendo Power decided to publish a quarterly publication dedicated to strategy coverage of GBA games. That decision was due in part

to one of the great shifts in gaming that occurred during the GBA's heyday; developers began churning out handheld RPGs! Handheld titles during the long Game Boy period were often fairly short action games or puzzles, many of them targeted at a young audience and most of them designed to be played for short periods of time. But the more powerful GBA was quite capable of handling sophisticated, in-depth, long-lasting games, and before long the biggest franchises in the RPG world—Final Fantasy, Dragon Quest, Fire Emblem, Breath of Fire—migrated to the small screen, and stunning new franchises debuted, including Golden Sun and Advance Wars. When the GBA got a smart, compact redesign in the form of the Game Boy Advance SP in 2003, the stage was set for handheld games to make their way into more pockets than ever before.

NORTH AMERICAN RELEASE
June 2001
GLOBAL SYSTEM SALES 81.38
Million (as of September 2008)
GLOBAL SOFTWARE SALES 377.13
Million (as of September 2008)
KEY FEATURES Portable video game system, 32-bit processing, color screen, Game Boy and Game Boy Color backward compatibility, Nintendo GameCube-to-GBA cable connectivity, GBA-to-GBA cable connectivity, Game Pak media (battery backup available)

GAME BOY ADVANCE DEBUT

During the Game Boy's long reign, Nintendo's home video game consoles had gone through two generations (Super NES and N64) and were moving on to a third (GameCube), so if portable gaming was going to keep pace, Game Boy Advance had a lot of catching up to do. The difference in graphics between the 8-bit

Game Boy and the 32-bit GBA was eye-popping, as was the impressive forecast of games given at the GBA's Space World unveiling. Advance Wars, Bomberman, Castlevania, F-Zero, Fire Emblem, Golden Sun, Mario Kart, Mega Man, Tactics Ogre, and Wario Land were all on that early list.

VOLUME 137, OCTOBER 2000



GAME BOY ADVANCE PREVIEW

At the time of the GBA's Japanese launch, Nintendo Power reported that 300 development teams were already working on new games for the fledgling system. Part of the big news from Nintendo was that an updated version of Super Mario Bros. 2—entitled Super Mario Advance—was going to be ready for launch.

VOLUME 145, JUNE 2001

SUPER MARIO ADVANCE, RELEASED JUNE 2001, NINTENDO

Mario instantly found a comfortable new home on the GBA. Super Mario Advance offered Mario Bros. Classic (including a multiplayer mode for up to four players) in addition to the updated single-player Super Mario Bros. 2. Later Super Mario Advance series offerings included updated versions of Super Mario Bros. 3, Yoshi's Island, and Super Mario World, and the Classic NES Series brought the original Super Mario Bros. to the GBA. Although the system never received an original Super Mario Bros. platformer, it did host the new Mario & Luigi RPG series featuring Brooklyn's most famous plumbers.

VOLUME 143, APRIL 2001

MARIO KART RACES INTO THE 21ST CENTURY

MARIO KART SUPER CIRCUIT

The series that started the kart-racing craze is on a collision course with Game Boy Advance. Mario Kart Super Circuit from Nintendo offers the same great fun as its predecessors with new tracks and new features.

FINAL LAP

ADVANCED PERFORMANCE

Mario and Luigi lead a race of eight popular Nintendo characters through a variety of tracks, some of the wildest you've ever seen. Mario Kart Super Circuit goes fast and furious on four wheels. Mario Kart Super Circuit is due out August 25th, combines elements from Super Mario Kart and Mario Kart Double Dash.

MARIO KART RACES INTO THE 21ST CENTURY

The Mario Kart series has been a favorite for years, and now Super Mario Kart for the Game Boy Advance introduces the characters on a console you can take anywhere. Game Boy Advance's three-player racing system and a wide collection of 16 racing circuits make Mario Kart as follows as it's ever been. It includes 8 brand-new tracks, including the iconic Mushroom Kingdom, Bowser's Castle, and the Toadstool Kingdom, plus 8 tracks from Super Mario Kart and Mario Kart Double Dash. Mario Kart Super Circuit takes the series to the next level with a host of new features like Super Mario Kart 3D-style kart with much more detailed graphics. It features the same names and faces as Mario Kart 64, and it includes completely new tracks, including some never before seen. It's available fall 2001. Titled multi-player competition.

COMPETE WITH CHARACTER

Fight classic characters battle, bump and bruise their way to the checkered flag in the Mario Grand Prix. Players can hop onto the roof of any race car, provided that no other player is using the same rear in a multiplayer game. Racers zoom from the fast-as-lightning Toad, Yoshi and Princess Peach to the slow-to-start Bowser, Diddy Kong and Wario, who are far from slow. Beware, though; the well-intended brothers, Mario and Luigi.

DONKEY KONG

TOAD

YOSHI

PRINCESS PEACH

BOWSER

WARIO

MARIO

LUIGI

**MARIO KART: SUPER CIRCUIT,
RELEASED AUGUST 2001,
NINTENDO**

A Mario Kart game didn't appear on a handheld system until the GBA was released, but the Game Boy Advance was perfectly suited to fast-paced kart action. Super Circuit was developed by Intelligent Systems, and it included Vs. and Battle modes for four players and a ghost swap feature for sharing top times with a linked player.

VOLUME 147, AUGUST 2001

ADVANCE WARS, RELEASED SEPTEMBER 2001, NINTENDO

Intelligent Systems, which established a reputation as one of the best strategy-game developers with its Fire Emblem series, brought tactical gaming into the modern era with the brilliantly conceived and beautifully executed Advance Wars, which spawned sequels on the GBA and the Nintendo DS, as well as the Battalion Wars off-shoot for GameCube and Wii.

VOLUME 148, SEPTEMBER 2001 ➔



**GOLDEN SUN,
RELEASED NOVEMBER
2001, NINTENDO**

Nintendo produced a gorgeous and engaging RPG for GBA. Golden Sun introduced unique magical creatures known as Djinn that modified the capabilities of the characters to which they were assigned. This original game was closely linked with its 2003 sequel, Golden Sun: The Lost Age, in which players took on the role of the antagonists from the first Golden Sun.

VOLUME 149,
OCTOBER 2001



NINTENDO
POWER
ADVANCE

Nintendo Power Advance didn't last long—just one year—but the decision to publish a quarterly special issue focusing on GBA mini strategy guides reflected the depth of the games that were being released for GBA.

VOLUME 1, 2001



**THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS,
RELEASED DECEMBER 2002, NINTENDO**

Any Zelda title is a big deal in the gaming world, but when you combine one of the greatest single-player adventures in the series (*A Link to the Past*, which first appeared on the Super NES) with an addictive new multiplayer game, that's *huge*. *Four Swords* accommodated up to four players, and it adjusted puzzle requirements to reflect the number of players connected. When a player completed *Four Swords*, a new dungeon opened in *A Link to the Past*, so there was a real inducement to link up with some friends. Pardon the pun!

VOLUME 164, JANUARY 2003



SONIC ADVANCE, RELEASED FEBRUARY 2002, THQ

It was a milestone when Sega's Sonic the Hedgehog sprinted through his own adventure on a Nintendo platform. Sonic Advance brought one-time rivals Sega and Nintendo together for the first time, initiating a relationship that has grown stronger over the years and has even brought mascots Sonic and Mario together in several games. **VOLUME 153, FEBRUARY 2002** □

VOLUME 153, FEBRUARY 2002



e-READER ACCESSORY

Utilizing a technology similar to that employed in barcode readers, the e-Reader for Game Boy Advance read coded information from specially printed cards that contained a wide range of gaming information. Some of the e-Cards contained entire games, such as Donkey Kong 3-e, but there were also e-Reader trading cards, such as special Pokémon-e Expedition (Pokémon Trading Card Game) cards that contained Pokémon-related extras.

VOLUME 168, MAY 2003

DONKEY KONG 3

Donkey Kong's returned to the NES in 1986. Protect your grandfather from the angry ape and his clever traps!

Jump & Spray

Jump over obstacles and spray paint them to make them disappear. Only the power spray can remove the paint.

Grab the Power Spray Can

The power spray can is the best tool for getting rid of the paint. Only the power spray can remove the paint.

Creepy Crawlers

Crawl up the walls of the Zebra's cage and eat the Zebra to get the power spray can.

Queen Buzzbee's Stingers

The Queen Buzzbee is the most deadly of all the buzzbees. When you defeat a Queen Buzzbee, she'll drop her stinger. Use it to attack enemies or collect it to become a Queen Buzzbee.

Stinger Bombs

When a Queen Buzzbee drops her stinger, collect it and use it to attack enemies. It's a Queen Buzzbee's best weapon.

Spray Upward

Defeat a Queen Buzzbee to get its stinger. Use it to attack enemies or collect it to become a Queen Buzzbee.

Donkey Kong's Creepy Guards

Three Creepies will meet you at the three hidden Donkey Kong rooms. If you use the spray can to spray them, they'll turn into Creepies and attack you. Spray the Creepies from behind if you're trying to run away.

Avoid the Buzzbees

Buzzbees crawl at the fastest of the four-legged. They zig-zag to avoid being hit. Use the spray can to spray them so they'll crawl away from you. Spray the Buzzbees from behind if you're trying to run away.

Brave the Swarm

Exit a spray can to become a Queen Buzzbee. Spray the Queen Buzzbees from behind to get them to swarm and attack you.

14 | GAME BOY ADVANCE | e-READER

NINTENDO POWER | VOLUME 168 | 45

GAME BOY ADVANCE SP, RELEASED MARCH 2003

The Game Boy Advance SP (SP stood for Special) replaced the somewhat awkward horizontal layout of the original GBA with a compact clamshell design reminiscent of a laptop computer. When open, the GBA SP was about the size of the old Game Boy Color.

The sophisticated design was available in a number of colors, including a limited golden Zelda edition imprinted with a Triforce on its case.

VOLUME 168, MAY 2003



BOKTAI: THE SUN IS IN YOUR HAND, RELEASED SEPTEMBER 2003, KONAMI

Konami's vampire-hunting adventure would be considered a fun game even if Hideo Kojima (father of the Metal Gear series) hadn't come up with the brilliant and creative idea to incorporate a light sensor into the game pak to measure how much energy could be restored to your solar vampire shooter, the Gun Del Sol. This gameplay element forced players to spend time outside soaking up some rays—if not for their own health, at least with the laudable intention of destroying vampires.

WHEN HIDEO KOJIMA, THE GENIUS BEHIND THE METAL GEAR SERIES, HAS A BRIGHT IDEA, VAMPIRES HAD BETTER RUN FOR COVER.

BE VERY AFRAID OF THE DARK

Playing Boktai in the sun (not at daylight hours) makes all the difference. The Gun Del Sol holds a limited amount of sun, so it's important to play in the sun when you can. Give the Gun Del Sol a few rays of sunlight to charge it up.

Trauma in Real Time

Nothing's more terrifying than being creatures of the night in this game. As day turns to night in the real world, Boktai's world follows suit.

Thrive in the Day

The undead are more sluggish during daylight hours, when they're at their weakest. Play in the sun to give your Gun Del Sol a few rays of sunlight to charge it up.

SURVIVE AT NIGHT

Advanced players may want the challenge of surviving the undead at night. If you're too tired, and you've seen the last of the sun, just let the Gun Del Sol charge up again.

CATCH SOME RAYS

In the game, sunlight accidentally reaches the inside of castles and other indoor areas through cracks in the walls. Use the Gun Del Sol to catch some rays while the sun is still out.

SAVE 'EM FOR LATER

After you've had your fill of sunlight or at night, you can recharge at Solar Stations, which are scattered throughout Boktai's world after the Gun Del Sol has absorbed.

GIVE 'EM A SEVERE SUNTAN

Though you'll use lots of stealthy moves to avoid your foes or feel them into doing your bidding, you'll use the Gun Del Sol at critical moments to destroy the undead. You'll need to master one hit per sunlight-powered device to ultimately defeat the immortals.

TAKING ON THE UNDEAD

Some enemies, such as the rolling barrels, will be less active in the sun. If you're hunting them down by the sun, though, you'll need to use the Gun Del Sol to power up.

TWICE-BAKED BOSSSES

Not all bosses are created equal. Some will fall into the Gun Del Sol, which you'll need to do during excessive brawls to an undead boss. If you're playing in the dark, the challenge will be greater.

THE SOLAR SINSIN, A VAMPIRE'S WORST ENEMY

The Gun Del Sol shoots rays—the stronger the light, the more that pierce environments and the Gun Del Sol is affected. You'll be able to fire rays from the Gun Del Sol at the Moon Router. As the last Vampire Hunter, you'll take a stand against the undead forces. You'll be armed with the solar-powered Gun Del Sol. Play in the dark at your own risk.

She's the sacrifice we need to complete our Plan!

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NINTENDO POWER | VOLUME 172 | 47

**MARIO & LUIGI: SUPERSTAR
SAGA, RELEASED NOVEMBER
2003, NINTENDO**

With a nod to Super Mario RPG, the Mario & Luigi: Superstar Saga development team created a unique RPG that placed a premium on skill and timing to get the most out of an attack. The gameplay was engaging enough to demand a sequel (Mario & Luigi: Partners in Time for Nintendo DS), but the game's hilarious dialogue was just as big a reason for Nintendo fans to give it a whirl.

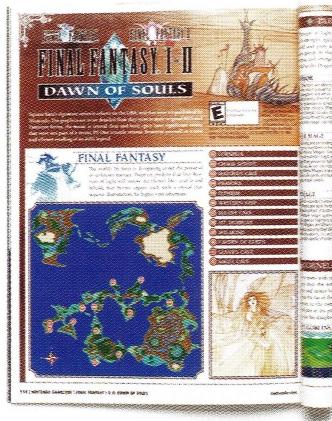
VOLUME 175, NOVEMBER 2003



**FINAL FANTASY I & II: DAWN OF SOULS,
RELEASED NOVEMBER 2004. NINTENDO**

The first two Final Fantasy RPGs appeared together in a single GBA game pak that included four new dungeons and some minor additions and changes to the games that had first appeared on the Famicom in Japan. Although Final Fantasy had been released for the NES, the game that North American fans knew as Final Fantasy II was Final Fantasy IV in Japan. The Final Fantasy II that was part of Dawn of Souls was new to North American Nintendo gamers.

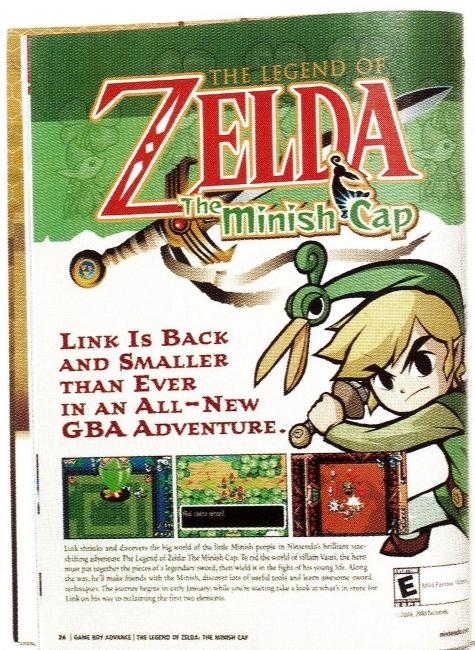
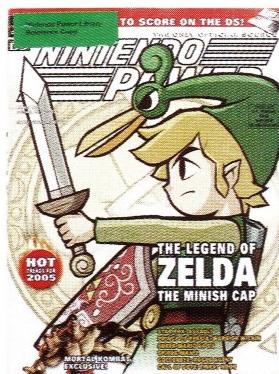
VOLUME 187, JANUARY 2005

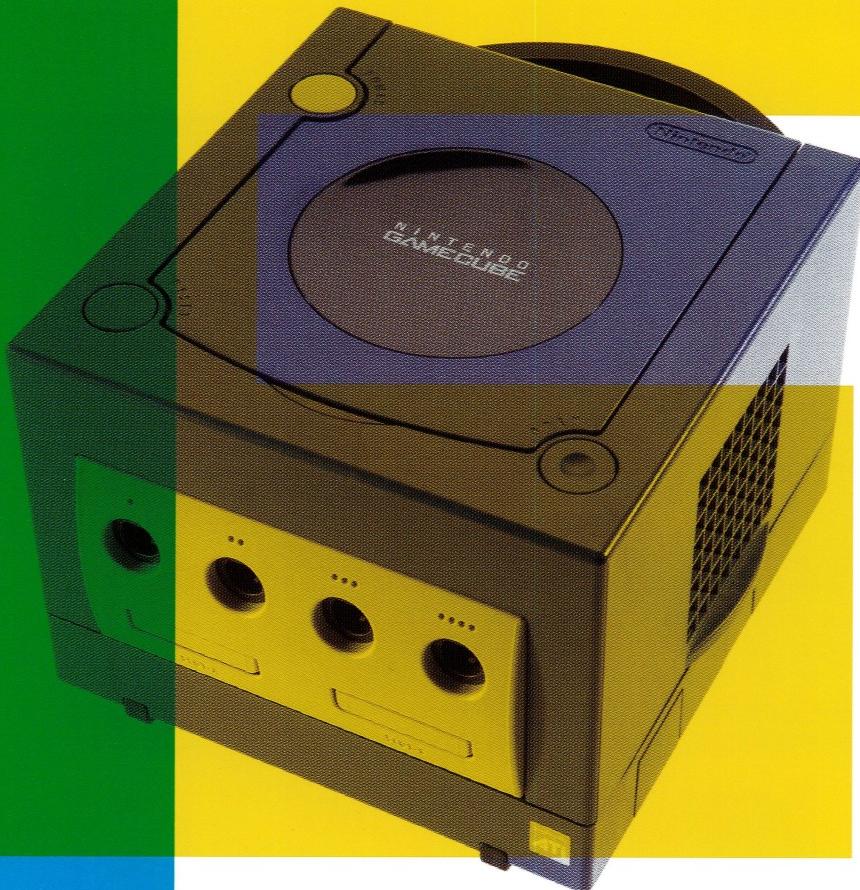


THE LEGEND OF ZELDA: THE MINISH CAP, RELEASED JANUARY 2005, NINTENDO

Link's original GBA adventure explores the tiny world of the Picori, whom Link must help in order to save Princess Zelda from Vaati. The Minish Cap reflected story and game elements introduced in Four Swords and The Wind Waker, but it also contained new components, such as the Kinstones and Ezlo.

 VOLUME 188, JANUARY 2005





NINTENDO GAMECUBE

PROGNOSTICATORS OF doom seldom consider the big picture: Nintendo's recent history is a case in point. During the Nintendo GameCube's lifetime, many industry observers took a cursory glance at home video game console sales and proclaimed Nintendo to be on the way out. The GameCube (GCN) was claiming a smaller piece of the gaming pie than past Nintendo systems. The Big N, some believed, should morph itself into a software publisher, following in the footsteps of Sega. But such extreme measures would have been short-sighted in light of several positive trends, such as Nintendo's continuing profitability thanks to first-party software sales and the ongoing success of its handheld systems. Another of Nintendo's strengths has been its ability to design hardware to fit the needs of innovative games; had the company abandoned its platform-maker status, it would have given up control of its ability to innovate fully, and that would truly have been a tragedy.

Nintendo's experience with the N64 led to several important changes for GameCube. Even though the GameCube's discs held less data than those for the Xbox and the PlayStation 2, they were adequate for most games, and they were both less expensive and faster to produce than game paks had been. Less noticeable but even more important was the fact that the

NORTH AMERICAN RELEASE
November 2001
GLOBAL SYSTEM SALES
21.7 Million (as of March 2008)
GLOBE SOFTWARE SALES
208.5 Million (as of March 2008)
KEY FEATURES
Home video game console, disc-based media, Nintendo GameCube-to-GBA cable connectivity, four controller ports, WaveBird wireless controller

GameCube was built with developers in mind. The console was both powerful and friendly, and the result could be seen at launch; whereas the N64 launched with a small handful of titles, GameCube had a dozen. Even so, Sony's PlayStation 2 had a one-year jump on both Nintendo and Microsoft in this generation, and given Sony's already-considerable library and strong third-party support, the only way Nintendo could stand out from the crowd was with exclusive games; most of the best-sellers for GameCube were developed by Nintendo, but there were third-party winners, too.

In the early years of the 21st century there were many indications that Nintendo was shifting its focus. (That shift would eventually lead to the wild success of Wii.) Nintendo's brass believed taking part in a three-way race to produce ever-more-powerful processors was a losing proposition. As the company's new president, Satoru Iwata, often suggested, power alone did not result in better games, and the pursuit of more realistic graphics was reaching a natural conclusion as processors across the board were becoming capable of producing lifelike 3-D imagery. One clue to Nintendo's evolving philosophy could be seen in the design of the GCN controller. The oversized A Button was a critical design element; it was intended to be the primary interface for player-game interactions—a single, often context-sensitive control that would be easy for new gamers to learn. Whereas everything about the PlayStation 2 and the Xbox was aimed squarely at teenage, hardcore gamers who loved the complexity of multibutton controllers and the bragging rights that came from mastering challenging games, Nintendo was beginning to see that there might be a world beyond that. After all, Mr. Miyamoto's magical garden was meant for everybody to enjoy.



NINTENDO GAMECUBE'S DEBUT

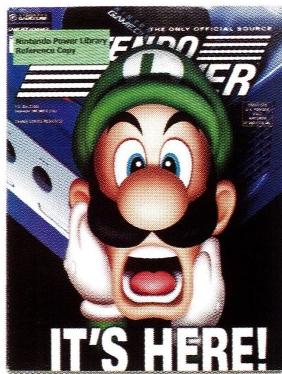
The GameCube's official unveiling occurred at Nintendo's Space World event near Tokyo a little more than a year prior to the system's launch in North America. The compact design and colorful case were meant to appeal to the Japanese consumer, and the unit's handle suggested that the GCN could be transported easily, say to a friend's home for a multiplayer match. The Game Boy Advance debuted at the same time, and much was made of its connectivity to the GameCube. But the big show-stopper was a demo of a work-in-development, a less-cartoonish Link in what was said to be the next Legend of Zelda title.

R VOLUME 137, OCTOBER 2000

THE PERFECT GAME SYSTEM

In retrospect, the GameCube wasn't perfect—few things ever are—but Nintendo Power should be excused its editorial excitement. After all, the new console seemed to address all the criticisms of the N64: the technology was very good, the discs were a smart compromise that allowed for security while expanding game size, the controller was sweet and the WaveBird wireless controller was truly brilliant, and third-party developers were going to love it. It didn't turn out to be the smash hit that Wii would become a generation later, but GameCube was home to many classic must-have games.

VOLUME 147, AUGUST 2001



LUGI'S MANSION, RELEASED NOVEMBER 2001, NINTENDO

With Super Mario Sunshine a few months down the road, Luigi's Mansion was intended as the "Mario" game that would help boost the GameCube's launch. Like Super Mario 64 and Super Mario World had done for previous Nintendo systems, Luigi's Mansion showcased some of the new console's graphical razzle-dazzle and made great use of the GameCube's new controller.

Luigi's Mansion

AN EERIE NIGHT OF FRIGHTS TAKES LUIGI OUT OF THE SHADOWS AND PUTS HIM INTO THE GCH SPOTLIGHT.

Luigi's Mansion

MIDNIGHT MADNESS

A spooked constable, a singing broomstick and a mansion in straight-out-of-horror style! Luigi's Mansion from developer Intelligent Systems is a spine-chilling adventure that's sure to scare the socks off even the most hardened of gamers. Luigi must use his ghost-hunting tools to explore the depths of the house. It's a little scary kind of creepy and a whole lot of fun!

LUIGI IN THE LEAD

Leading a crew comprised of spirits and one boisterous professor, Luigi was a expert without confrontation. Could this be some?

ETHERAL ASSISTANCE

As you guide Luigi through his adventure, he wants to reward the teamwork and assistance of our favorite Professor E. Gold. Help him capture some ghosts and survive close contacts with every creature.

HANDHELD HELP

Professor E. Gold will hand over his variations of a portable portable mini-game, Game Boy Advance. This is a great addition to the handheld, with a built-in speaker and a radio connection to the professor.

Great Gadget

You can use your Game Boy Advance to view a map of the mansion, which includes a list of items that you'll need to collect. You can also use the GBA to play a 3D puzzle game that will help you find items.

VOLUME 150, NOVEMBER 2001

SUPER SMASH BROS. MELEE,
RELEASED DECEMBER 2001,
NINTENDO

With more characters, modes, and trophies than the original Super Smash Bros., an orchestral soundtrack, and perhaps the best multiplayer fighting action ever, it's little wonder that Super Smash Bros. Melee kept selling for years, making it the all-time best-selling GCN game. Its popularity made it the focus of a number of major gaming tournaments, with winners taking home cash prizes.

VOLUME 151, DECEMBER 2001

GAMCUBE

PIKMIN, RELEASED DECEMBER 2001, NINTENDO
Pikmin is the most literal expression to date of Mr. Miyamoto's "magical garden" gaming experience. It literally takes place in a garden, and you see the world at the scale of an insect. The game makes use of resource-management, strategy, action, and puzzle elements to create a novel experience. A sequel—Pikmin 2—was released almost three years later, with more Pikmin varieties and improved play.

VOLUME 152, JANUARY 2002



SONIC ADVENTURE 2 BATTLE,
RELEASED FEBRUARY 2002, SEGA

Sonic's appearance on the GameCube was big news in 2002, but a hidden game feature made Sonic Adventure 2 Battle even more significant: players could link their Game Boy Advance to their GameCube and download a Chao to play with on GBA in a sort of mini-game called Tiny Chao Garden. It was one of the first intriguing applications of GBA-to-GameCube connectivity.

VOLUME 154, MARCH 2002

METROID PRIME, RELEASED NOVEMBER 2002, NINTENDO

Nearly a decade had passed since a Nintendo home console had hosted a new Metroid adventure. Metroid Prime—created by a newly organized developer called Retro Studios with oversight from Nintendo—took the series in a new direction from its side-scrolling predecessors, and in so doing originated a new Metroid series. Metroid Prime's first-person perspective (with relevant game information displayed on Samus's visors) coupled with the familiar exploratory elements of earlier Metroid games proved popular with series fans and game critics. Two sequels followed to complete the "Prime" storyline, the most recent being Metroid Prime 3: Corruption for Wii.

VOLUME 163, DECEMBER 2002

THE LEGEND OF ZELDA: THE WIND WAKER, RELEASED MARCH 2003, NINTENDO

VOLUME 168, MAY 2003

When the cel-shaded, highly stylized graphics for The Wind Waker were first revealed to the world, hardcore gamers were shocked. For several years they had been given sneak peeks of the GameCube Zelda title and its realistic graphic style. Link, it seemed, had finally grown up. Although the new graphics allowed for a better display of characters' emotional states, some reviewers and players never got over the shock. That was too bad for them, because the game was a worthy addition to the exalted Zelda franchise. In the end, it was such a success that The Legend of Zelda: Phantom Hourglass for DS was developed as a direct sequel to carry on the story and the beautiful graphic style.



**VIEWTIFUL JOE, RELEASED
OCTOBER 2003, CAPCOM**

Viewtiful Joe was a tongue-in-cheek parody of video games and Hollywood that delivered a challenging and exhilarating experience. But Capcom's platformer was something more than that; it marked the beginning of a return to the Nintendo fold for many third-party publishers. Exclusive releases like Viewtiful Joe were a proclamation that the GCN was worthy of investment and that it was a home for gaming innovation. For the Nintendo faithful, that was a welcome message.

VOLUME 132 SEPTEMBER 2003

**SOUL CALIBUR II, RELEASED
AUGUST 2003, NAMCO**

The GameCube version of Namco's sword-fighting Soul Calibur II triumphed in sales over the PlayStation 2's version by virtue of one character—Link. Link's appearance reminded the industry and fans that Nintendo's franchise characters were a force to be reckoned with.

VOLUME 172, SEPTEMBER 2003



The Crossing Guardian

It's-a Me! The Mario Theme!

We're up to all sorts of antics with our Tom Nook's Special Delivery! Afterwards, When the Crossing Guard ran the first password, we were deluged with mail, making the big game over. Who the Star Man's a little cool too, like the Academy Award nominees. And who would have thought there'd be room for Mario-Kart items? Not what about matching wafers and carpets? We'll have you covered in our next issue. Until then, make the Happy Room Academy marvel at your Mario-themed 

ANIMAL CROSSING,
RELEASED SEPTEMBER 2000. NINTENDO

Takashi Tezuka of Nintendo's EAD development team wanted to introduce a new form of social interaction in what he called a "communication" game. The result was Animal Crossing, a social simulation in which players took up residence in a charming village inhabited by quirky animal characters. As many as four players could move into a village, decorate their houses, and send messages and gifts to each other—hence the communication aspect. And the animals were endowed with such rich personalities that "communicating" with them (although conversations were a bit one-sided) was a completely captivating experience.

VOLUME 172, SEPTEMBER 2003

**FINAL FANTASY CRYSTAL CHRONICLES,
RELEASED FEBRUARY 2004, SQUARE ENIX & NINTENDO**

Square Enix's Final Fantasy franchise returned to Nintendo consoles with this innovative offshoot of the series. Crystal Chronicles featured action battles and connectivity with the Game Boy Advance. Up to four players could connect their GBAs to the GameCube to participate in the game's multiplayer co-op mode. **VOLUME 173, OCTOBER 2003** 

VOLUME 173, OCTOBER 2003



METAL GEAR SOLID: THE TWIN SNAKES

TACTICAL ESPIONAGE ACTION

Is it possible to improve on perfection? Yes. In 1998, Hideo Kojima came out with a game that blew everyone away with a slick combination of perfect game play and an incredible story. Now, five years later, Metal Gear Solid is returning on the Nintendo GameCube. Developed by Konami and Silicon Knights (the creators of *Eternal Darkness*), and featuring new strategic elements, improved graphics and completely reshoot cinema scenes, *Metal Gear Solid: The Twin Snakes* promises to be the greatest Metal Gear game ever.

The events of *MGS: TTS* unfold at a place called Shadow Moses Island, deep in the Alaskan wilderness. Called back from years of isolation, a commando unit known as Solid Snake is pressed into service when a group of terrorists has taken over a secret military base. Deep inside the base is a machine called Metal Gear Rex - a walking battle tank with the ability to fire nuclear weapons. Snake's mission is to find Solid Snake and enter the facility and stop the terrorist, no matter what the price.

THE STORY

THE CHARACTERS

The terrorists, known as FOX HOUND, are Snake's former unit and a splinter group of the US military. From super rifles to psychic powers, each of the FOX-HOUND members has his own unique abilities. In addition to the terrorists, you'll meet a host of other characters, both friend and foe. All of them are complex, well-developed and memorable characters.

THE GAME

With stealth, fight, and bullet hell your way through two dozen of hard-core espionage action. Whether Snake is crawling through a ventilation shaft, using a high-tech mini-detector or taking down foes in an old-school first-person shooter, there's a wealth of parallel. The game really heats up during the boss fights, in which Solid Snake takes on the members of FOX-HOUND. Succeed, and the world will be safe from nuclear terror. Fail, and the world will be destroyed.

Your enemies aren't limited to members of FOX-HOUND either; genetically modified alien insects have taken over Shadow Moses Island.

METAL GEAR SOLID: THE TWIN SNAKES © 2004 KONAMI COMPUTER ENTERTAINMENT JAPAN INC. ALL RIGHTS RESERVED.

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METAL GEAR SOLID: THE TWIN SNAKES, RELEASED MARCH 2004, KONAMI

More evidence of good things to come for Nintendo was seen in NP's preview of *Metal Gear Solid* for GameCube. Although the stealth action game revisited the plot and locations of the original *Metal Gear Solid*, the development teams at Silicon Knights and Konami added new cut-scenes, overall graphical improvements, and some gameplay elements borrowed from *Metal Gear Solid 2: Sons of Liberty*.

VOLUME 174, NOVEMBER 2003

WARIOWARE INC., MEGA PARTY GAMES!, RELEASED APRIL 2004, NINTENDO

WarioWare: Mega Party Games! combined many of the minigames first seen in the GBA's

WarioWare: Mega Microgame\$! with all-new four-player party games. The series has since made successful transitions to both Nintendo DS and Wii.

VOLUME 180, JUNE 2004 →

WARIOWARE INC., MEGA PARTY GAMES!, RELEASED APRIL 2004, NINTENDO

HAVING CONQUERED THE GBA WITH HIS MICROGAME TORNADO, WARIO RACES ON THE GCN IN A FIST-PUMPING MULTIPLAYER TSUNAMI THAT LEAVES OTHER PARTY GAMES IN ITS WAKE!

WarioWare, Inc.
MEGA PARTY GAMES!

MICROGAME MANIA CUBED: GET THE PARTY STARTED!

It's time to bring out your friends to have a blast with *WarioWare, Inc.: MEGA PARTY GAMES!* The members of Wario's program may prove to be new ones of challenges in this multi-player party game. You can even get together with friends to compete in a wide variety of minigames.

1-CONTROLLER SURVIVAL

Many kinds of multiplayer mode is going to be great fun. For one, you get to race in *Survival Fever*. Run for four laps, and if you get to the finish line first, you'll be the winner. When you're not racing, you can play in a multi-interstage. When the stage changes are extremely at odds, the party rage is at its peak.

OUTTA MY WAY

With lots of minigames, you're the master and have lots of action while the others are the slaves. Whether it's a race or a puzzle, you can always get ahead of the others. You can also play in *Outta My Way*, where you have to block your opponents' paths to win. It's a large character that's a pain to beat, though. The last round is a *Death Match*.

44 | NINTENDO POWER | WARIOWARE, INC.: MEGA PARTY GAMES

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THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES, RELEASED JUNE 2004, NINTENDO

WHEREABOUTS OF THE WIND

LAKE BYLA

SAVE HYRULE IN SINGLE-PLAYER MODE

MULTIPLAYER MODE

MAP KEY

FIRST CHIEF SOLDIER

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THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES, RELEASED JUNE 2004, NINTENDO

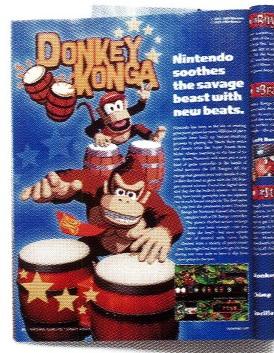
Multiplayer cooperative gaming reached its zenith on GameCube with *Four Swords Adventures*. The Hyrulean Adventure mode allowed up to four players to join in traditional *Zelda* gameplay, wielding swords, collecting Rupees, solving puzzles, and so forth. Like *Final Fantasy Crystal Chronicles*, the game's four-player mode was controlled with GBAs taking the place of GameCube controllers.

VOLUME 181, JULY 2004

RESIDENT EVIL 4, RELEASED JANUARY 2005, CAPCOM

Long anticipated, and generally regarded as one of the finest examples of the survival-horror genre and the Resident Evil series, RE4 implemented a new control scheme that emphasized quick player reactions over dramatic camera angles and resulted in more of a true third-person shooter feel than previous RE games. A Wii version of RE4 was released in 2007 with a new Wii control scheme and some additional scenes. Contrary to what some pundits reported, the GameCube was clearly not lacking in grit.

VOLUME 182, AUGUST 2004 ↗



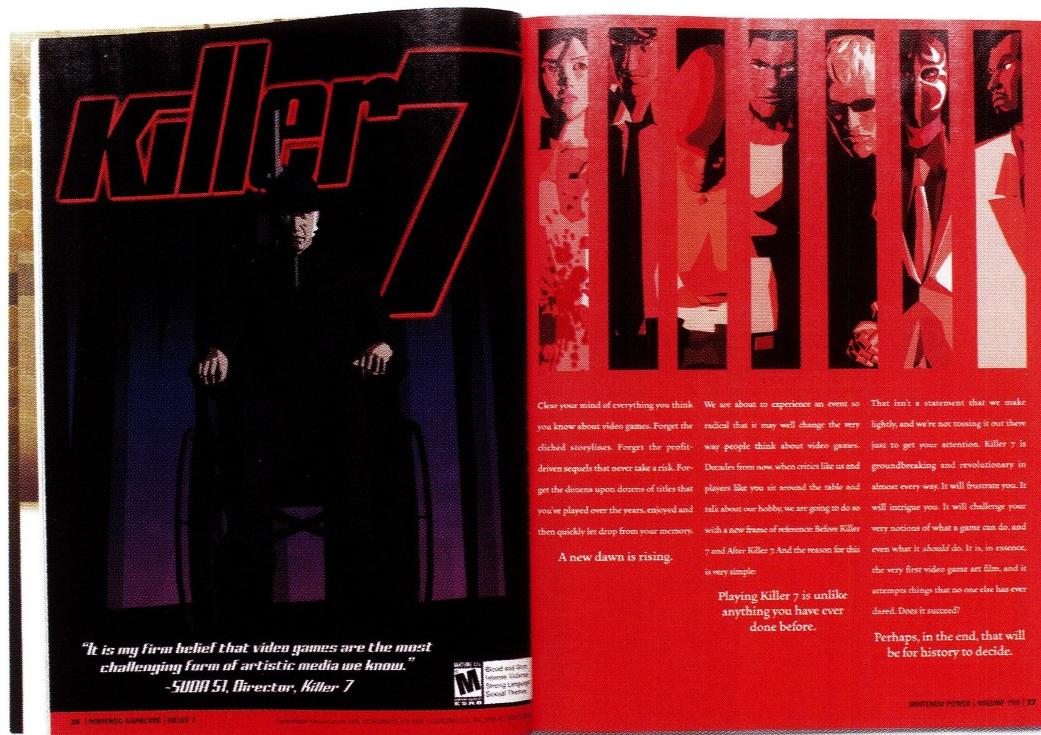
DONKEY KONGA, RELEASED SEPTEMBER 2004, NINTENDO

The DK Bongos drum controller packaged with Donkey Konga was a sign of things to come. The game was driven by the realization that controllers are the gateway to experiencing a video game, and that some games—or perhaps most games—might be better served with a custom control interface than by mapping their controls to a standard set of buttons and control pads.

VOLUME 184, OCTOBER 2004 ↑

KILLER7, RELEASED JULY 2005, CAPCOM

If the general perception of the GameCube was that it was a game system for children, how does one explain the appearance of Killer7? Suda51's nightmarish vision and the game's mechanics were so unconventional that some players and reviewers just didn't get it. But for those who were willing to embrace the bizarre, Killer7 proved that creative game design was very much alive on the GameCube.



GAMCUBE



NINTENDO DS

THERE'S NOTHING conventional about the Nintendo DS. Nintendo dubbed the DS its "third pillar" but "new foundation" might have been even more appropriate, because the handheld embodies the philosophy of inclusion and innovation that has driven both the DS and Wii to the forefront of the gaming and entertainment world over the past four years.

A common thread that has run through most of Nintendo's video game history is that the most important part of a game is not the character, the story, or the graphics, but the experience. The experience involves all those things, but it relies more than anything else on the game's interface—the mechanisms for conveying the player's wishes to the action taking place in the game world. The magic of the Nintendo DS is how it bridges the divide between human and machine, employing the sense of touch as well as those of sight and sound. In fact, the player's voice sometimes serves as part of the interface. The Nintendo DS offers developers so many tools with which to touch people that it inspires innovation like no other video game system—except, perhaps, Wii. Social experiences via Nintendo Wi-Fi Connection; simulations with true-to-life control schemes; even nongaming applications that teach you to cook, speak a language, play music,

or choose the right make-up have appeared for DS.

When Satoru Iwata first hinted at an upcoming Nintendo system, he mentioned that it had two screens. When the system's name was first revealed it was said that DS stood for both "dual screen" and "developer's system"—suggesting that it was both easy to program and full of creative potential. But until gamers actually experienced the gameplay firsthand, they didn't get it. It took the magic of petting a puppy, talking to an opponent in another city, stitching up an incision, and confronting a mystery in a village filled with puzzles; it took classic franchises to be reimagined and new genres to be born. And now, it seems, the world gets it. The Nintendo DS has changed the way we play games and the way we think about games. And maybe most importantly, it has changed who plays games, because today anybody you see on the street may well be a gamer.

**NORTH AMERICAN RELEASE
November 2004**

**GLOBAL SYSTEM SALES 84.33
Million (as of September 2008)**

**GLOBAL SOFTWARE SALES 454.63
Million (as of September 2008)**

KEY FEATURES: Portable video game system, dual color screens (one touch screen, one analog), DS stylus, microphone, Wi-Fi compatibility, Game Boy Advance backward compatibility, wireless Wii-to-DS wireless connectivity, DS-to-DS wireless connectivity, sleep mode, Game Card media

Enter the Nintendo DS

Dual Screens

Touch Control

Wireless and Worldwide

Plus More...

The "Third Pillar" of Nintendo

NINTENDO DS AT E3

VOLUME 182, AUGUST 2004

Nintendo DS: Making Waves in Gaming

First Contact

Though no two gamers are exactly alike, the video game industry sometimes loses sight of individual style in the search for megahits. The Nintendo DS, more than any system ever released, is poised to correct that with hardware—dual screens, touch control, wireless multiplayer and other powerful features.

A System in Touch with Gamers

Though game developers have answered the call of the DS in many different ways, one theme has remained constant: The handheld always evokes an emotion that you've ever imagined, plus some you haven't. For even huge franchises like evolving via the DS-like *Madden*, *Mario Kart*, *Super Mario*—the original game that resulted from a wild-eyed visionary's reaching deep into the DS and pulling up a whisper. Not including the softs we packed in with the Nintendo DS, there are 12 titles surrounding launch—the next 15 pages of our 16-page blowout will give you a breakdown.

38 | NINTENDO DS | MAKING WAVES IN GAMING: FIRST CONTACT

TOUCHING IS GOOD

Nintendo Power's launch feature for the Nintendo DS touched on all the amazing features using examples both familiar (*Madden NFL*) and provocative (*Feel the Magic: XY/XX*) to explain just what it meant to reach out and connect with a game. Clearly the DS was full of potential waiting to be tapped, but only a few of the DS's first generation of titles exhibited the same fearless spirit as the hardware.

VOLUME 187, JANUARY 2005

A Communication Revolution

Is It Lunch Yet?

Your Eyes Only

Art of One-Upping

PictoChat

Tips & Tricks

Wireless Gaming Unleashed

If the success of the WarioWare for the GBC is any indication, gamers long slipping the leash. We're grateful for the linkable gameplay we've had these years, but we're really happy that Nintendo has finally cut the cord. Wireless play is awesome. To establish a strong connection, start a wireless session with all others within 10 feet, then spread out the players at a maximum distance of 65 feet before you may lose connection. Keep an eye on the progress bar at the bottom of each screen; when it's green, your connection to the left; that shows

NINTENDO POWER | VOLUME 187 | 31



SUPER MARIO 64 DS, RELEASED NOVEMBER 2004, NINTENDO

Nintendo couldn't have picked a bigger title to explore with its dual-screened wonder than *Super Mario 64*, which inspired virtually every 3-D action title that followed it. The handheld game included a multiplayer mode for up to four players, but its biggest innovations were in the main adventure, where players could control Yoshi, Mario, Luigi, and Wario—whichever was best suited to conquer a stage.

VOLUME 188, FEBRUARY 2005

MARIO KART DS, RELEASED NOVEMBER 2005, NINTENDO

As perhaps the most beloved multiplayer series of all time, Mario Kart was the perfect choice to demonstrate the power and fun of Nintendo Wi-Fi Connection play. Besides providing anytime, anywhere multiplayer action, Mario Kart DS offered one of the best Mario Kart experiences of the series. The map display on the bottom screen was a particularly useful feature. Mapping game environments on the second screen has turned out to be a terrific aid in many other games, as well, such as Castlevania: Dawn of Sorrow.

VOLUME 194, AUGUST 2005



ANIMAL CROSSING: WILD WORLD, RELEASED DECEMBER 2005, NINTENDO

The Nintendo DS proved to be the ideal platform for the sequel to Animal Crossing. The often-awkward necessity of sharing your village with other people in the Nintendo GameCube game was largely eliminated by the ability to visit other villages in Wild World. Creating custom patterns to use for clothes, flags, and even sections of ground was made simple with the in-game paint editor, giving creative folks an extra reason to spend untold hours in their villages. But beyond the communication and creative aspects of Animal Crossing, it was a joy just to talk to the animals and become part of their quirky lives.

VOLUME 199, JANUARY 2006

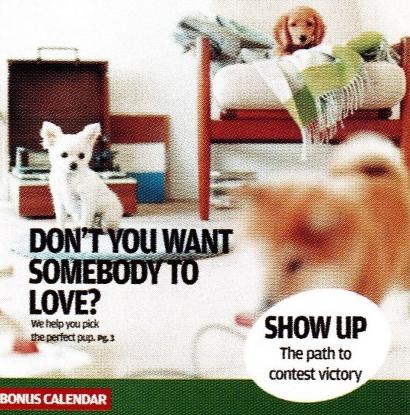


So you've got a new puppy. Now what?
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New Puppy[®] THE MAGAZINE

THE OFFICIAL MAGAZINE OF THE NINTENDO KENNEL CLUB



DON'T YOU WANT SOMEBODY TO LOVE?

We help you pick
the perfect pup. Pg. 3

SHOW UP

The path to
contest victory

BONUS CALENDAR

Puppy play date. The secrets
about bark mode. Pg. 11

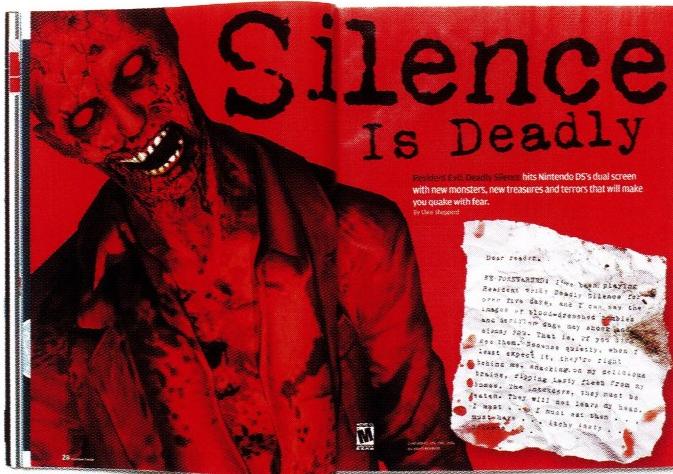
A day-by-day guide for the first
month of puppy ownership. Pg. 16

Ask Dr. Paws! You've got ques-
tions. She's got answers. Pg. 17

VOLUME 196,
OCTOBER 2005

NINTENDOGS, RELEASED AUGUST 2005, NINTENDO

Nintendogs may be the most important game Nintendo has ever published. It proved to the world (and to Nintendo itself) that the Nintendo DS really could attract a wider audience than other systems had, and that such an audience was big enough to drive a title to best-seller status. In many ways, Nintendogs was the first title to fully realize the power of the DS; not only did the cute pups enjoy your touch, but they also responded to your voice! On the heels of the Nintendogs series' success has sprung up an entire new genre of pet simulations, but none compare to the friendly original.



**RESIDENT EVIL: DEADLY SILENCE,
RELEASED FEBRUARY 2006, CAPCOM**

The success of titles such as Nintendogs caused concern for some hardcore gamers who wondered if the world (or at least Nintendo) was abandoning them in favor of tame experiences. Resident Evil: Deadly Silence brought a bit of undead-driven terror to the DS and proved that Nintendo wasn't turning their backs on seasoned gamers.

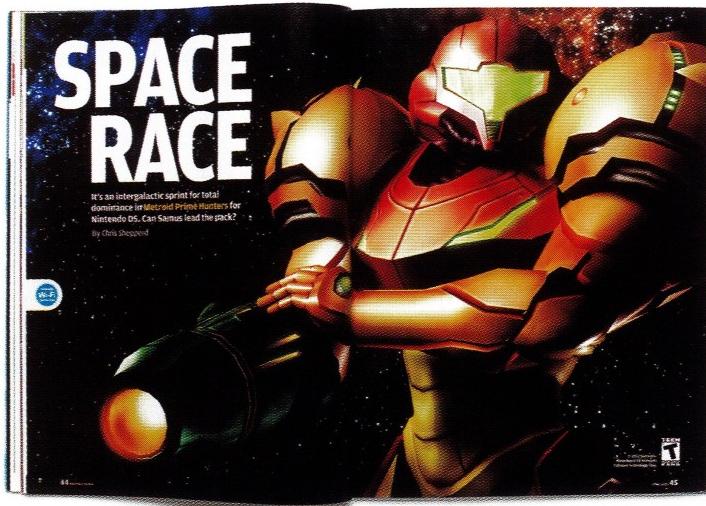
VOLUME 200, FEBRUARY 2006

**BRAIN AGE: TRAIN YOUR
BRAIN IN MINUTES A
DAY!, RELEASED APRIL
2006, NINTENDO**

Brain Age and its sequels have not only succeeded in both North America and Europe, but like Nintendogs, the games have spawned an industry of copycats and created a new gaming genre. Perhaps no other titles better represent the broadening appeal of gaming to a larger audience of first-time players. In a way, the adventurous spirit that led to the creation of games like Wii Sports and Wii Fit can be traced back to the incredible success of Brain Age.



VOLUME 202, APRIL 2006



**METROID PRIME HUNTERS,
RELEASED MARCH 2006, NINTENDO**

Nintendo Software Technology (NST) is Nintendo's development studio in North America, and the creator of Metroid Prime Hunters. The eagerly anticipated game was first seen by DS owners in a demo subtitled First Hunt. When the game finally released, players realized it had been worth the long wait. Not only did Hunters provide a traditional Metroid Prime-style first-person adventure, but it included the best multiplayer deathmatch available for a handheld system and it pioneered the use of voice chat between players using Nintendo Wi-Fi Connection.

**NEW SUPER MARIO
BROS., RELEASED MAY
2006, NINTENDO**

The first side-scrolling Super Mario Bros. game since Super Mario Land 2: 6 Golden Coins (1992) was a long time coming, but New Super Mario Bros. thrilled SMB veterans and it captivated a generation of gamers who had never

played the game that started it all. New Super Mario Bros. also demonstrated how versatile the DS can be, exploiting both 2-D and 3-D graphic effects to create a look that is both modern and traditional. Like

Super Mario 64 DS, New SMB included minigames and multiplayer modes that gave it greater replayability.



VOLUME 203, MAY 2006

The Bros. Are Back

More than a decade after his last Mario makes his triumphant 2-D return in *New Super Mario Bros.* on DS. It's
By Chris Rothman

More than a decade after his last original side-scroller, Mario makes his triumphant 2-D platforming return in New Super Mario Bros. on DS. It's a whole new game.

**NINTENDO DS LITE,
RELEASED JUNE 2006**

Taking styling cues from the Game Boy Advance SP, the Nintendo DS Lite looked slimmer and more sophisticated than the original DS. It also delivered a much-improved gaming experience due to four levels of screen brightness that gave users the ability to adjust for any lighting situation. Other design tweaks, such as moving the power switch to the unit's right side, added to the user-friendly nature of the DS Lite.

VOLUME 205, JULY 2006

POKÉMON DIAMOND AND POKÉMON PEARL, RELEASED APRIL 2007, NINTENDO

The first all-new Pokémon RPGs since 2003's Pokémon Ruby and Sapphire versions, Pokémon Diamond and Pearl versions were met with great enthusiasm by Pokémon fans and DS owners who were new to the series. The plot involved Team Galactic and the legendary Pokémon Dialga or Palkia (available in Diamond and Pearl, respectively), but many of the features and most of the gameplay were familiar to fans. Added Nintendo Wi-Fi Connection features, however, brought the Pokémon series firmly into the DS era. In fact, the games had a stunning amount of connectivity; one could connect to Pokémon games from the GBA days, including Pokémon Ruby and Sapphire versions, Pokémon Emerald, and Pokémon FireRed and LeafGreen versions (if you'd earned the National Pokédex), and Pokémon Ranger as well as Pokémon Battle Revolution for Wii, and My Pokémon Ranch, which is available as a WiiWare title.





Wii

IN REAL life, whether you're throwing a bowling ball or slaloming down a ski slope, you're using a variety of muscles and experiencing sensory feedback. Bowling and skiing feel nothing alike, but using traditional video game controllers you might be able to achieve both actions with a press of the same button. Through most of video game history, players have felt a degree removed from the experience in the games. The beauty of Wii is that you feel your interaction with the game, and when the controls are well built the virtual Wii activity actually feels like its real-world counterpart. You become part of the experience. That's why playing is believing when it comes to Wii. And it's why it was so important for Nintendo to include Wii Sports with the console so that everyone who had access to Wii would be able to experience it by engaging in a familiar activity—tennis, baseball, bowling, golf, or boxing. Pack-in games had added to the value and served as showcases for new Nintendo consoles in the past, but none had the impact of Wii Sports. More than any title in video

NORTH AMERICAN RELEASE November 2006	
GLOBAL SYSTEM SALES 34.55 Million (as of September 2008)	
GLOBAL SOFTWARE SALES 229.85 Million (as of September 2008)	
KEY FEATURES Home video game console, wireless motion- sensitive Wi-Fi Remote and Nunchuk controllers, Wi-Fi compatibility, GameCube backward compatibility, Virtual Console, Wii Channels, wireless Wii-to-DS connectivity	

game history, Wii Sports has reached beyond a single demographic; it is Wii's ambassador to the world.

Not every game requires a novel interface experience, though, and designers who wish to create a traditional control scheme have all the required tools at their disposal on Wii. The Wii Remote and Nunchuk offer flexibility to developers and an unrestricted feeling for gamers. Of course, the interface isn't the only important part of a video game system. Wii offers a variety of experiences beyond gaming, and its Channels format is an easy-to-use avenue for exploring the world of Wii. Miis, for instance, were at first just fun characters you could create and trade and utilize in Wii Sports and Wii Play, but now more channels and games are using them to personalize game experiences. With Internet access, photo editing, slide shows, and the Wii Shop channel's library of hundreds of Virtual Console classics and new WiiWare offerings, you can customize and expand your Wii-centered entertainment options however you want to.

Wii is built for expansion, not just on the Web but through accessories that provide additional ways to interface with games. We've seen many excellent peripherals already: the Zapper, The Wii Wheel, the Wii Balance Board, and the Wii Speak microphone aren't just gimmicks; they're the means by which the system expands to provide developers with new ways to connect gamers to their gaming worlds. When you put all of this together, it's not so surprising that Wii has become a global success.

WARIOWARE: SMOOTH MOVES,
RELEASED: JANUARY 2007. NINTENDO

RELEASER: SONY COMPUTER ENTERTAINMENT AMERICA
Can you do The Elephant? How about The Samurai? Or The Sketch Artist? Or what about The Big Cheese? If you've gyrated, jumped, posed, and primped while playing WarioWare: Smooth Moves you know what I'm referring to. If not, you're probably at least a little bit curious. Smooth Moves takes hold of the Wii experience like few other games and explores myriad ways you can shake your booty, connect dots, and even do the unthinkable: drop your controller—gasp! (Be sure to have your wrist strap in place, as always.)

VOLUME 214, APRIL 2007

Wii CHANNELS

When Nintendo Power first began its dedicated coverage of Wii Channels, the focus was on Virtual Console titles. Almost two years later those titles are still making headlines, but the focus is turning to WiiWare's new content.

VOLUME 211,
JANUARY 2007



Mii. OH MY!

One of the simple joys of Wii is the Mii Channel, where anyone can create their own cartoonish avatar by combining and tweaking preset features such as eyes, noses, mouths, lips, and so on. Whether you create a Mii in your own likeness, model it after a celebrity, or even conjure up a monster or alien, you can share your Miis and play with them in games such as Wii Sports and Wii Play. The Check Mii Out channel gives people the chance to share their Miis and enter them in popularity contests.

VOLUME 211, APRIL 2007

The image shows a double-page spread from a magazine. The left page features a large grid of faces from the video game 'Mii'. A prominent title 'YOU & Mii' is displayed vertically in the center. Below the title is a sidebar with text and a photo of a person. The right page contains several columns of text and small images related to the Mii creation process, including a portrait of Bruce Campbell and a section titled 'Expand Your Wardrobe'.

SUPER MARIO GALAXY, RELEASED NOVEMBER 2007, NINTENDO

Mario literally went out of this world in his show-stopping Wii debut, Super Mario Galaxy. In his timeless quest to save Princess Peach, Mario visited dozens of galaxies, where he hopped from planet to planet and encountered puzzles, challenges, and enemies. The Wii Remote controlled Mario's Star Pointer, which allowed him (or Luigi if unlocked) to use Star Bits and Pull Stars. Special Mushrooms awarded Mario the use of the Bee Suit, the Spring Suit, and the Boo Suit, along with their helpful powers. The game's co-op mode gave a second player control of an additional Star Pointer to help Mario (controlled by the first player) to gather Star Bits. Created by EAD Tokyo, Super Mario Galaxy quickly became the best-seller everyone expected, and it has won numerous awards, including 2007 Adventure Game of the Year from the Academy of Interactive Arts and Sciences.

Reach for the Stars

Not even gravity can hold you down in Super Mario Galaxy, a Wii adventure that's out of this world. By Chris Slate

Look at the night sky: distant stars, uncharted planets, and who knows what else lie in the heavens. The depths of space are a place of mystery and limitless potential, and this November they become yours to explore in all their glory in Super Mario Galaxy. Combining the traditional platforming action that Mario is known for with the wonder and excitement that have become synonymous with Wii, Super Mario Galaxy is the game that Nintendo fans new and old have been waiting for.

Welcome to the Galaxy

It's time to leave Earth and travel to the stars. It's time to explore the vast reaches of space and find new worlds to conquer. It's time to meet new characters and face new challenges. It's time to reach for the stars.

VOLUME 220, OCTOBER 2007

GET READY TO SMASH!

With just a month to go until SUPER SMASH BROS. BRAWL finally hits, we look at the game's 10 MOST EXCITING FEATURES, plus a pack of all-new screens.

By Chris Slate



An All-Star Cast

The throng of iconic characters of the video game world invades this year's smash title. In fact, it's the most diverse cast of heroes and villains ever assembled in one game. From the likes of Mario, Luigi, Link, and Donkey Kong to the likes of Ganondorf, Sheik, and Ganondorf's son, Ganondorf Jr., the characters take on a life of their own. And while they all did their best to keep their secret identities hidden, the two sides have been revealed to each other since before the tournament even began. So, if you're looking for some answers to your questions, look no further than the new character profiles.

#10

VOLUME 222, DECEMBER 2007

SUPER SMASH BROS. BRAWL, RELEASED MARCH 2008, NINTENDO

Announced at E3 2005, Super Smash Bros. Brawl quickly became one of the most anticipated Wii games.

Masahiro Sakurai, the game's director, posted regular updates on a blog for months leading up to the game's release. The biggest revelation was that the dream of bringing together many of the gaming world's favorite characters—not just those from Nintendo games—would be realized in Brawl. Finally gamers could answer questions such as who would win in fight between Mario and Sonic.

Wii Goes Punk

Crude, ruff, belligerent, and... well, No More Heroes breaks all the rules. By Chris Slate

Aftermath's Travis Touchdown is the latest entry in the cultish series of games from Grasshopper Manufacture. This is a completely different No More Heroes, though. The original series had Travis as a lone assassin who could do whatever he wanted. This one, however, is a bit more... well, punk. He's got a new look, a new attitude, and a new set of rules. And he's still got his signature beam sword.

CENSORED

VOLUME 223, HOLIDAY 2007

NO MORE HEROES, RELEASED JANUARY 2008, UBISOFT

Goichi Suda (Suda51) of Grasshopper Manufacture has envisioned and directed some of the most imaginative video games in recent years, including titles such as Killer7 for the GameCube and Contact for the DS. No More Heroes was the most intriguing of them all so far, combining free-roaming elements with hack-and-slash action. Nintendo Power's editor in chief, Chris Slate, described it like this: "Playing No More Heroes is like watching a Quentin Tarantino film—it's a visceral, over-the-top love letter to some of the director's favorite things." No More Heroes helps showcase the versatility of the Wii. Travis Touchdown isn't always swinging his Beam Katana; he rides a cool motorcycle, pushes a lawn mower for extra scratch, and collects coconuts. But when he does need to whack an assassin, swinging the Wii Remote to do the job is quite satisfying.

VOLUME 223, HOLIDAY 2007

SAMBA DE AMIGO, RELEASED SEPTEMBER 2008, SEGA

The rise of music-based games such as Samba de Amigo, Guitar Hero, and Rock Band are a testament to the power of immersive controller interfaces. Rhythm games lose something when the challenge is just exercising your thumbs. Samba de Amigo and Wii Music are two cases in point. Moving to the music—something most of us do naturally anyway—suddenly makes you a part of the musical experience of each of these titles. When you add in great tunes and colorful graphics the way Samba does, the game becomes a party just waiting to happen.

VOLUME 223, HOLIDAY 2007



MEGA MAN 9. RELEASED SEPTEMBER 2008. CAPCOM

Capcom's Keiji Inafune (Mega Man's creator) described his reasons for releasing an all-new classic-style Mega Man title on WiiWare in a *Nintendo Power* interview: "Unfortunately, the simple fun of a classic Mega Man game doesn't fit into the grandiose and expansive world that the consumer gaming industry has become, and so you have to match the current expectations." He goes on to say, "And then Nintendo came out with WiiWare for distributing downloadable content, and I felt I had an opportunity to finally realize the dreams I had been keeping on the back burner for so long." Big or small, radical or classic, Wii has proven to be a natural fit for any gaming style.

VOLUME 231, AUGUST 2008



HEALTHY LIVING THROUGH GAMING

We all know that **Wii** is Nintendo's most popular game console, and it's been the top selling console in North America for the last three years. But did you know that the console is coming up on its tenth birthday this year? And what about all the new hardware that's been released since the console first came out? From the original console to the latest iteration, we've got you covered with our comprehensive guide to the history of the Wii.

For more information about the National Institute of Child Health and Human Development, please call 301-435-0911 or visit our website at www.nichd.nih.gov.



Wii FIT, RELEASED JUNE 2008, NINTENDO

The Wii Balance Board sold with Wii Fit may resemble a bathroom scale, and although it is as adept as the scale at delivering the bad news about your weight, it also bears good news in the form of Wii Fit's fun activities that will help you burn a few calories. Wii Fit includes exercises, yoga training, games, a virtual instructor, and even the ability to chart your progress as you work out over weeks or months. As an accessory, the Wii Balance Board provides a great new control experience for a whole range of games, such as snowboarding and surfing, and creative developers will likely find a host of additional uses for it.



**ANIMAL CROSSING: CITY FOLK,
RELEASED NOVEMBER 2008,
NINTENDO**

Wii was built with the knowledge that future games might be enhanced by the supplemental controllers. Wii Fit and the accompanying Balance Board are the perfect example of how powerful a Wii experience can be with the right controller. The Wii Speak microphone, which allows direct voice chat between Animal Crossing: City Folk players, not only adds a new dimension to communication-based games, but also presents new possibilities for developers who want to incorporate a player's voice into a game.

ENTERTAINMENT WEEKLY 8



VIRTUAL BOY, ARCADE GAMES, AND MORE

ALTHOUGH IT may seem as if Nintendo rose from the ashes of the video game bust of the early 1980s, the company had a long history in the entertainment business both in Japan and in North America. Prior to releasing home video game consoles, Nintendo experienced success with its arcade games and its handheld Game & Watch series. The Donkey Kong arcade game (released in 1981 and designed by Shigeru Miyamoto) is one of the most storied in gaming history, and in spite of the limited graphics and gameplay offered by Game & Watch, the dual-screened units were notable precursors of both the Game Boy and the Nintendo DS.

During the Nintendo Power era, two significant Nintendo video game systems were launched—one for arcades

and one for homes—but uncharacteristically for Nintendo each met with only limited success. Nintendo Power reported on both the Ultra 64 arcade system and the Virtual Boy during their active lifetimes, so we would be remiss to not mention them in this special edition.

The N64-based Ultra 64 arcade system was a way to link the home console and arcade markets by offering both arcade and home versions of games. The Rare-developed Killer Instinct is the most famous example (and Killer Instinct 2 was later released, though for arcades only), but Midway also offered a home version of Cruis'n USA based on its arcade game. Unfortunately, between the increasing power of home consoles and their potential to create far greater revenues than arcade machines, big changes were in store for the arcade business. Even though Killer Instinct enjoyed some success as a quarter muncher, it wasn't enough to keep this effort alive for long.

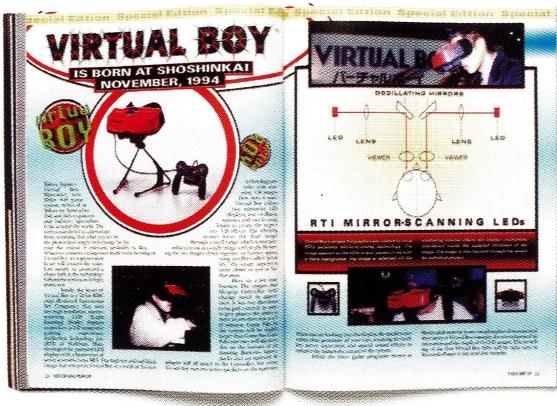
The Virtual Boy may be the most curious video game system ever to have been released. The tabletop unit employed red LEDs and oscillating mirrors to generate 3-D graphics on two screens housed inside a light-blocking, face-hugging unit. Although the 3-D spatial presentation was quite good, not many games were released for the system.

Several disk-based system add-ons should also be noted here. One, the 64DD, was released only in Japan; it provided a read-and-write magnetic-disk player for N64, but it came late in the console's life cycle and garnered little support from Nintendo or other publishers. Only a handful of games were ever available for the 64DD, and many that had been planned for it, such as EarthBound 64, never materialized at all.

KILLER INSTINCT 2, RELEASED 1996, NINTENDO AND MIDWAY

Killer Instinct was successful enough in the arcade to warrant an arcade sequel. It added several new competitors—Tusk, Kim Wu, Maya, and Gargos—and a number of new controls and features such as Combo Breakers and Super Moves. Developed at Rare, Killer Instinct 2, like its predecessor, featured beautiful prerendered graphics and impressive special effects. Killer Instinct Gold for N64 was the home-console version of the game.

VOLUME 81, FEBRUARY 1996 ➤



VIRTUAL BOY GAMES

Nintendo Power reported on several titles for the Virtual Boy, including Teleroboxer, Galactic Pinball, Red Alarm, Mario Clash, Panic Bomber, Vertical Force, and Waterworld. The first screen shots (although not shown in 3-D, of course) appeared in NP's pages in glorious black and red.

VOLUME 73, AUGUST 1995



VIRTUAL BOY DEBUT

The Virtual Boy was rolled out for its first public appearance at Nintendo's Shoshinkai event in Tokyo in November 1994. NP readers got a quick course in technology and optics as we tried to explain what the Virtual Boy was and how it worked. Unfortunately, no screenshots were available at the time. The difficulty of showcasing the system's 3-D graphics may have doomed the Virtual Boy to an early retirement.

VOLUME 68, JANUARY 1995



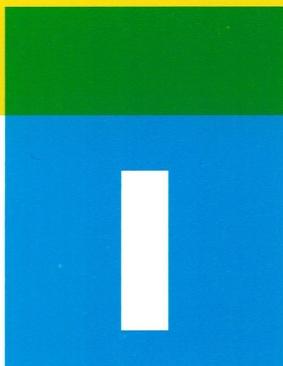
**NESTER'S FUNKY BOWLING,
RELEASED FEBRUARY 1996, NINTENDO**

As the author of the long-running Howard & Nester and Nester's Adventures comic strips that appeared in Nintendo Power, I was as surprised as anyone to learn that our beloved braggart was going to star in his own video game. The fact that Nintendo Power's mascot was appearing in a Virtual Boy game hardly dampened my excitement, and the fact that I almost always got dizzy playing Virtual Boy games just made me consider how much of a challenge playing the title was going to be. One of the cool features in Nester's Funky Bowling was its Practice mode, which allowed players to set up the pins in any formation to practice difficult shots.

VOLUME 81, FEBRUARY 1996



■ 20 YEARS OF NINTENDO POWER



IN THE preceding pages you've seen how Nintendo brought a new vision to the video game world; how Mr. Miyamoto's dream of creating interactive gardens filled with wonder and magic led to key decisions during the design of new products, such as the 3-D worlds of Super Mario 64 and the one-button interface of the Nintendo GameCube.

You've also seen how Nintendo and other publishers and developers have experimented with new forms of gaming, and you've learned that some titles and platforms went through their own evolutionary developments. Most of the games and hardware included in this special issue met with commercial success, but some were overlooked by consumers and others were perhaps too forward-

looking to be executed with the bells and whistles gamers expected. A very few were based on great ideas that just weren't realized. Yet all of them are notable for exemplifying a vision of gaming that goes beyond the mundane—the creators intended their products to be significant. It isn't always a matter of being innovative, although the desire to try something new often drives game design. Just as frequently it is the desire to do something better than it has been done before, to create a more realistic experience, to challenge players more, or to touch people on a deeper emotional level.



A HISTORY OF NINTENDO THROUGH THE PAGES OF NINTENDO POWER MAGAZINE

As a game player and an industry observer for the past 20 years, I've seen all too many games that seemed to lack vision of any sort, and many more that fell flat in spite of grand ambitions. I've seen that sophisticated technology and big budgets are no substitute for vision, and that vision cannot be realized fully without the proper support. What is most remarkable about Nintendo's many games and game systems is that they consistently reflect the vision of the company, and as a result there have been very few losers.



ABOUT THE WRITER

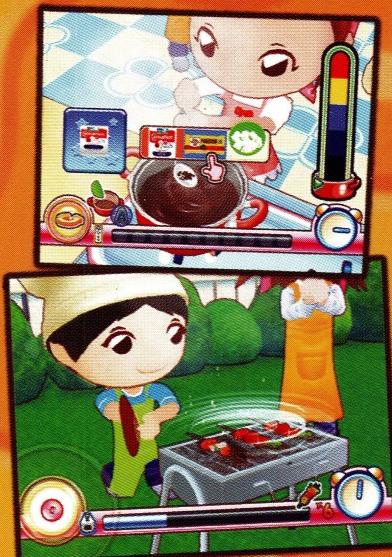
As for your author, Scott Pelland was part of the Nintendo team for 20 years, signing on with Nintendo of America in 1987 as a game counselor. With a graduate degree in creative writing, he was asked to join Nintendo Power as a staff writer and editor when it began in 1988. Over the years Scott had the good fortune to play and evaluate more games than he can count, localize game text, interview the world's best developers, oversee the magazine and player's guides, plan U.S. marketing campaigns, and work with talented and dedicated people around the world. After leaving Nintendo at the end of 2007, Scott has continued to contribute to Nintendo Power. It must be something in his blood.





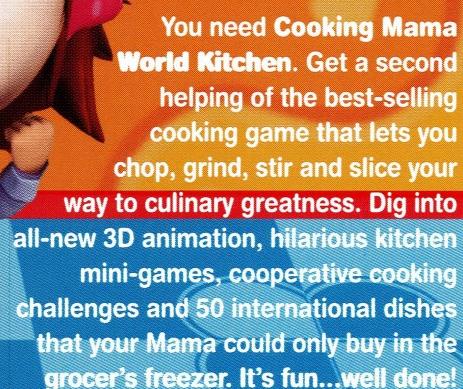
Does Your Mama's Chicken Pot Pie Make You Wanna Cry?

**Then You Need A New Mama
Cooking for You!**



The logo features the words "cooking mama" in large red letters with a white outline and blue shadow, set against a black silhouette of a woman's head and shoulders. Below this, the words "WORLD KITCHEN" are written in white on a blue banner. A stylized orange and yellow globe is positioned between the main title and the banner.





You need **Cooking Mama**
World Kitchen. Get a second
helping of the best-selling
cooking game that lets you
chop, grind, stir and slice your
way to culinary greatness. Dig into
all-new 3D animation, hilarious kitchen
mini-games, cooperative cooking
challenges and 50 international dishes
that your Mama could only buy in the
grocer's freezer. It's fun...well done!

**Watch the gameplay trailer at
www.cookingmama.com**

Wii™

